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REVIEWS

- SPARCstation 2 — better OS, higher price
- Speed up your DBMS with Canonizer
- Avalon — low-priced desktop publisher

INTERVIEW

Europe's most powerful Open Systems user

TIPS

File and record locking

STRATEGIES

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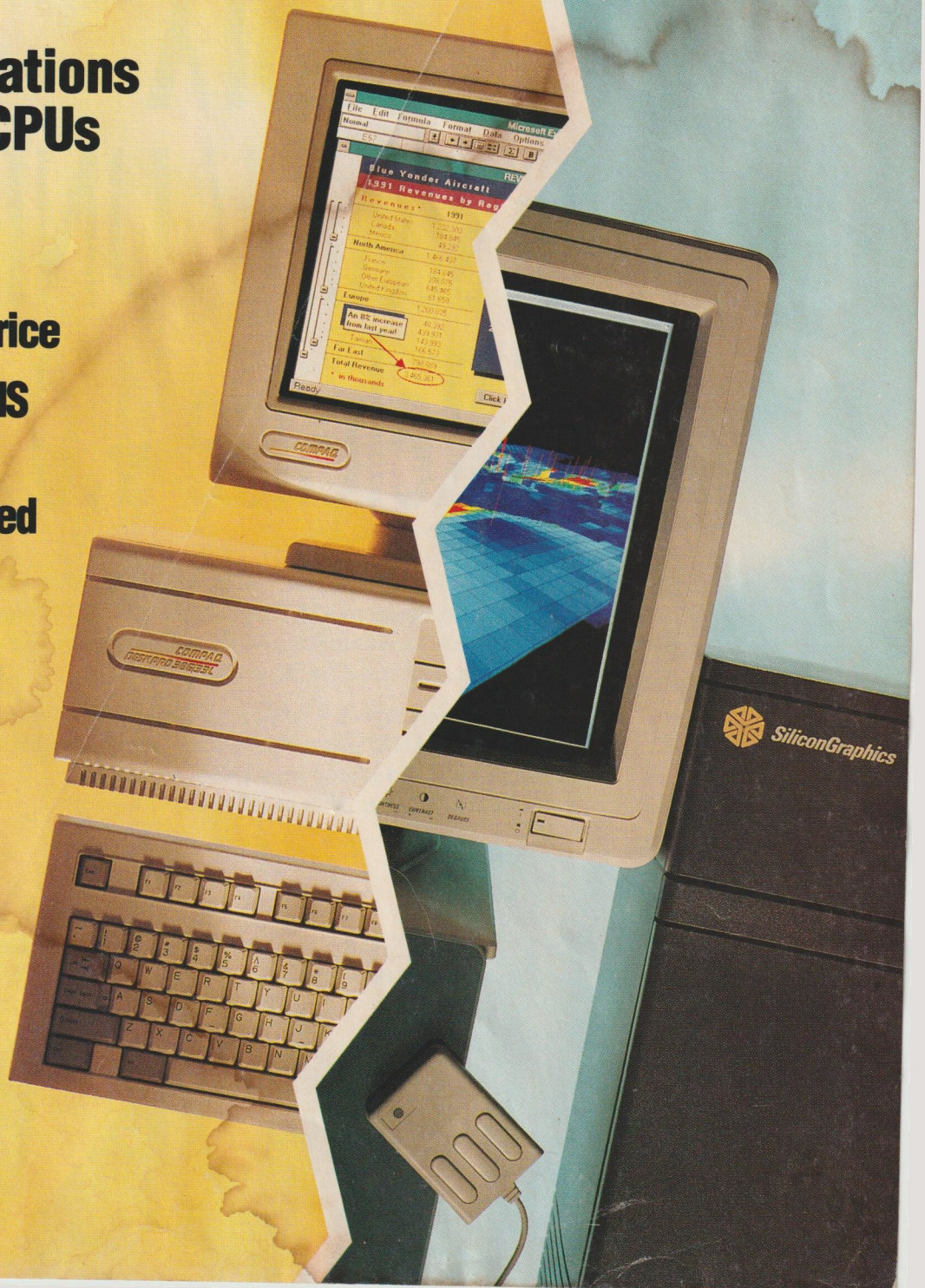

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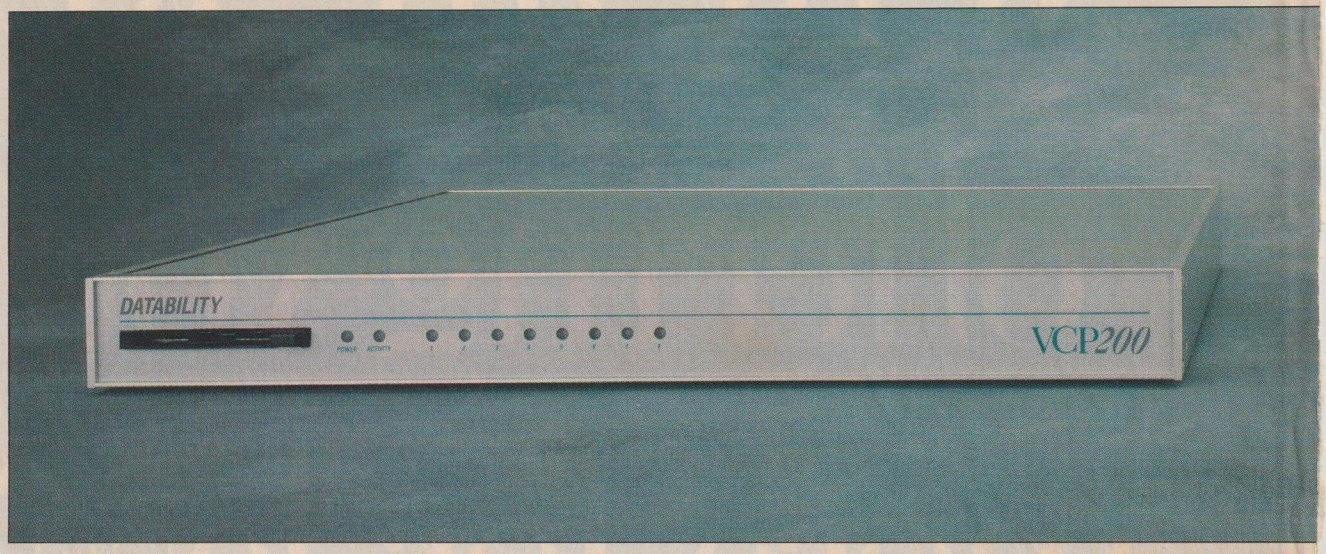

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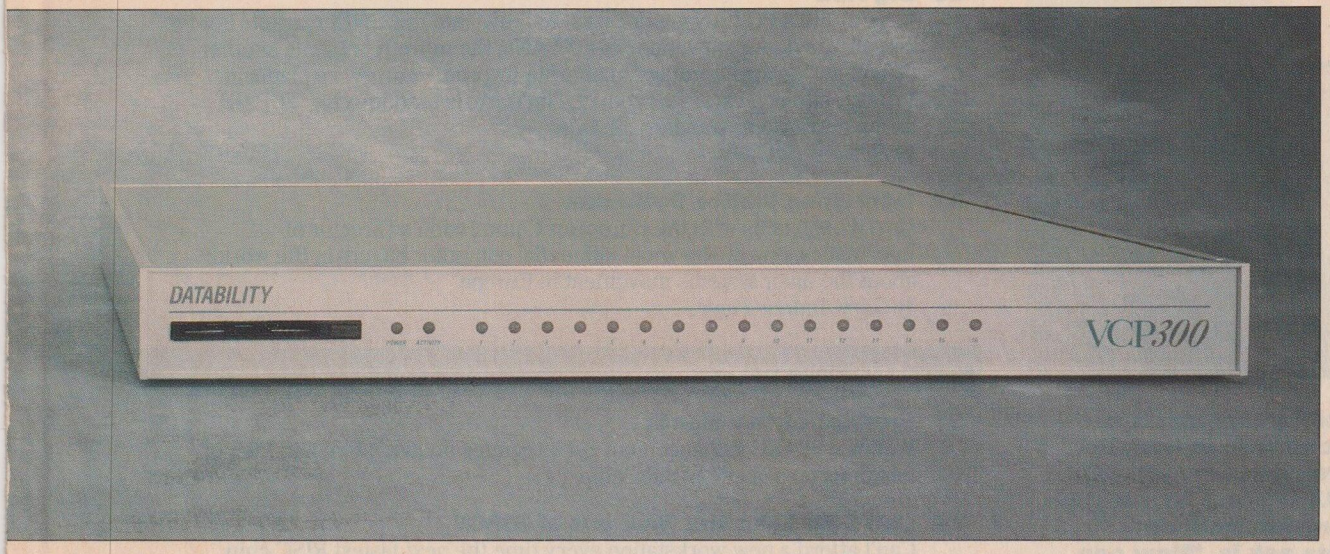

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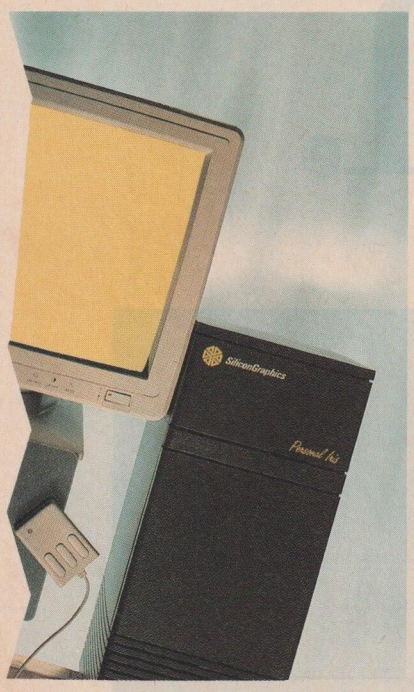

Some might consider it a mismatch made in Hell, but there are ways to unite DOS and UNIX users. The question that many information managers ask is, "How can we make effective use of the information on both systems?" To find out, see page 58.

Cover photographs by Michael Carr; PC courtesy Compaq Computer Corp., workstation courtesy Silicon Graphics Inc.

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Bottom: *Issues surrounding buying a printer are more complicated than just resolution and speed. For a rundown on other considerations for today's multiuser environments, see page 93.*

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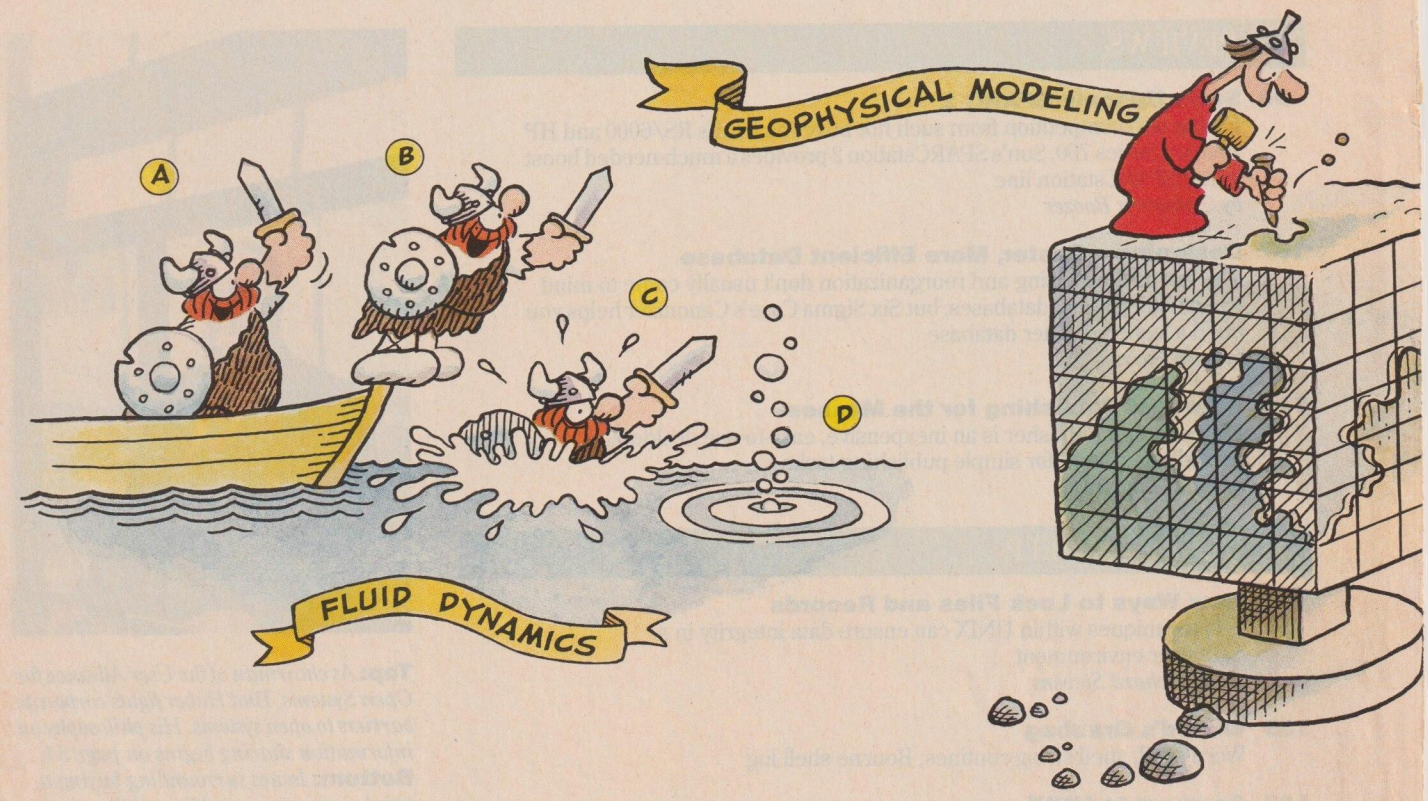

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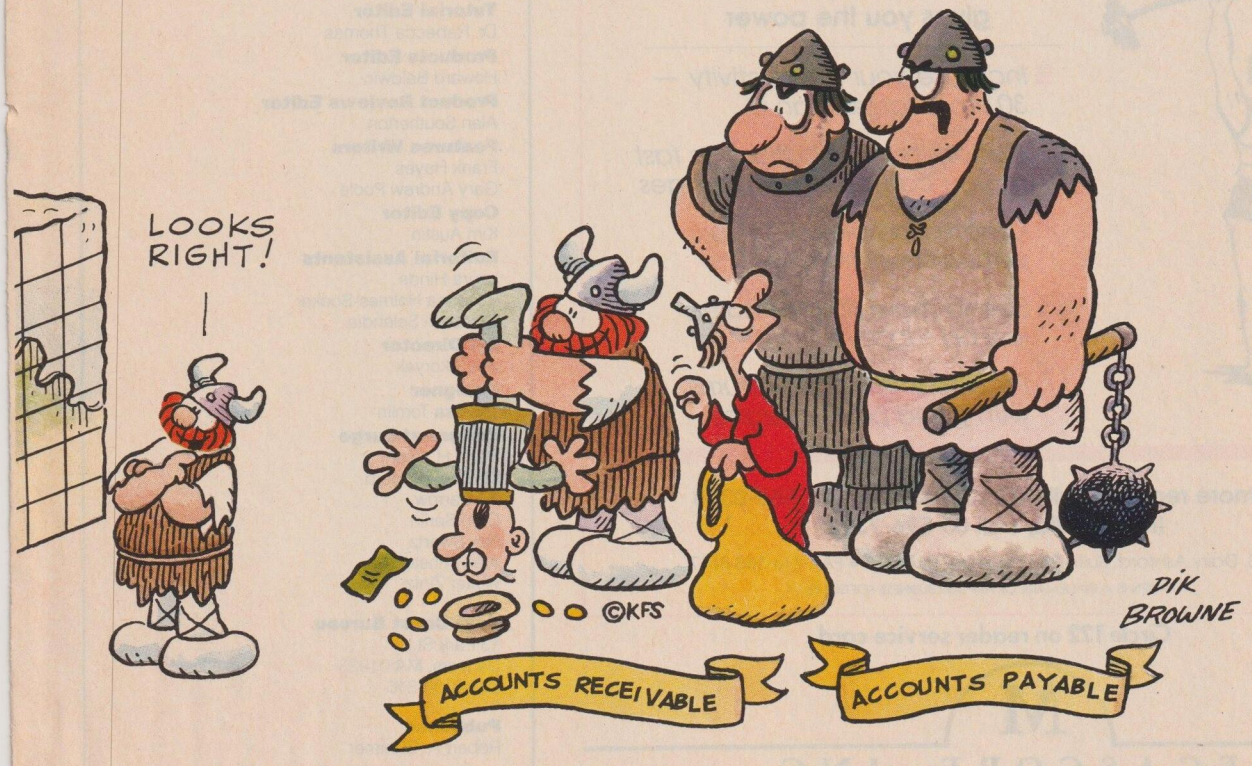

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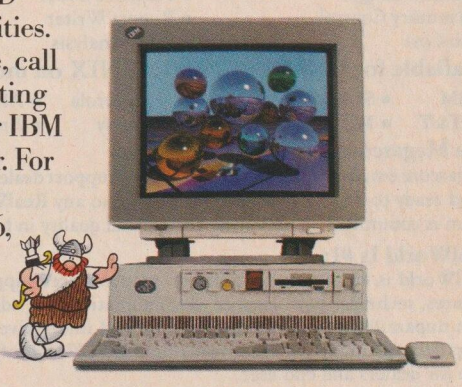

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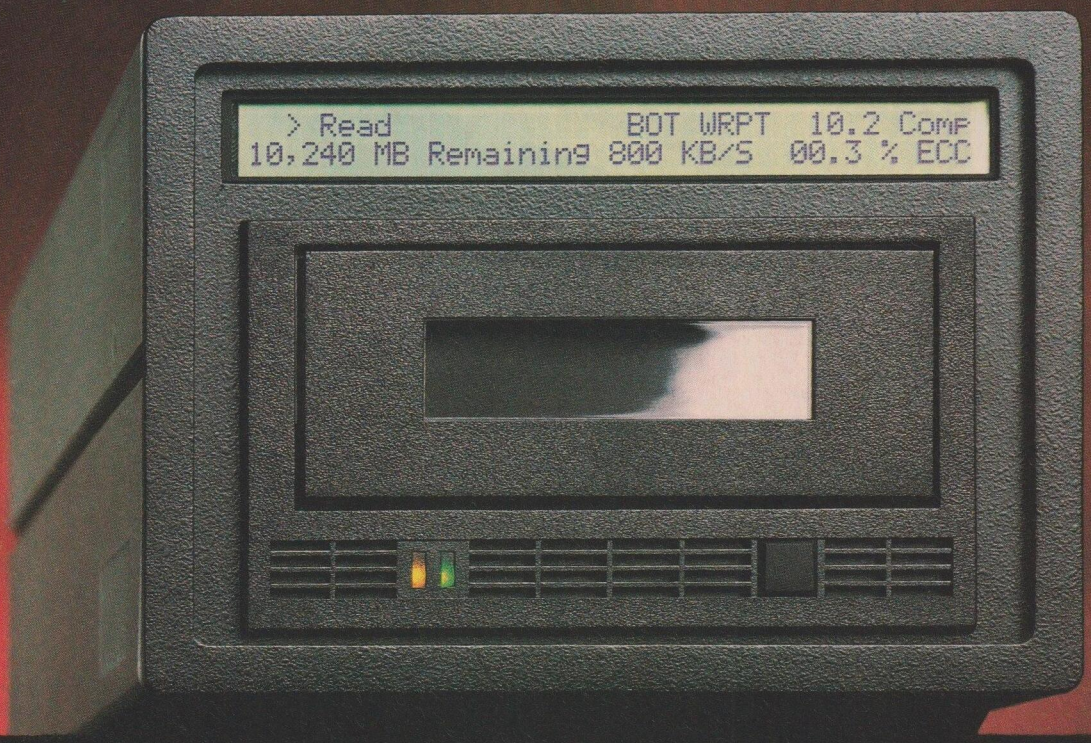

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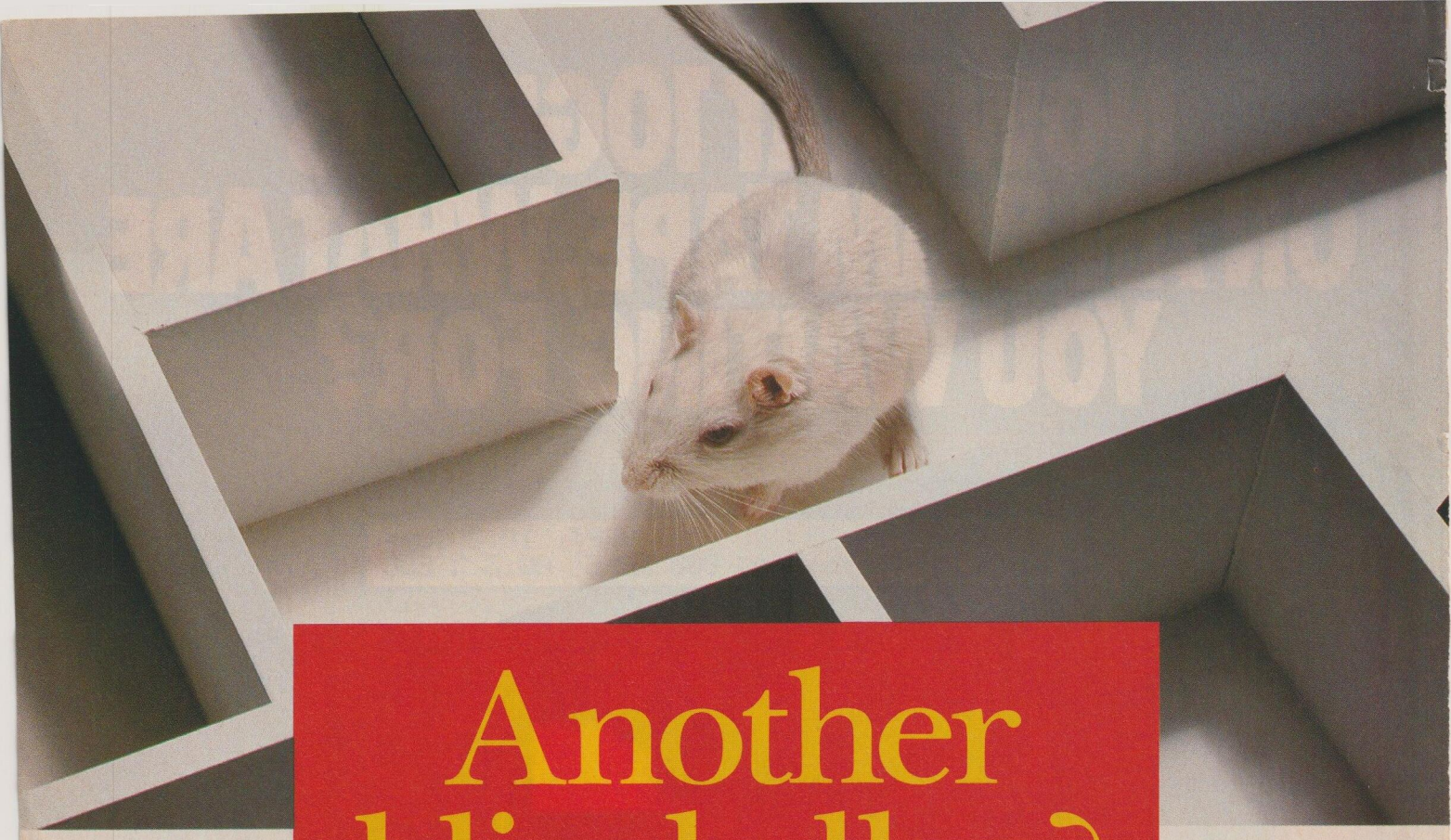

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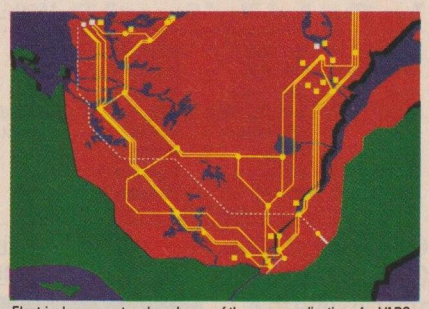

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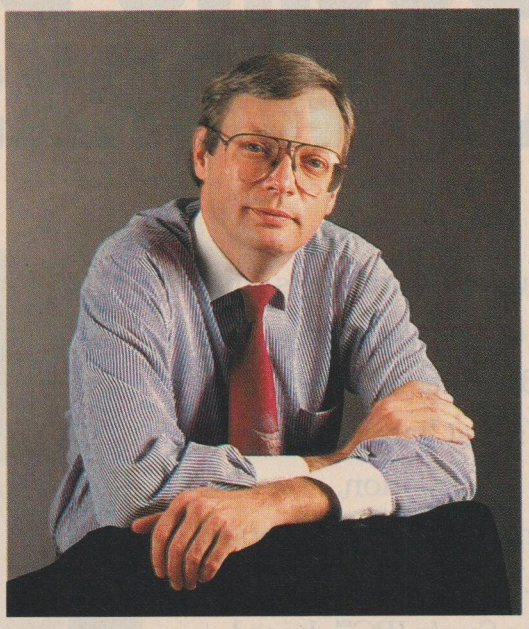

ALIENS FORCED ME TO BUY WINDOWS

You're probably not going to believe this but...I was working at the office late one night, when I heard a strange noise. It was a crackling sound, like radio static. Suddenly, in the middle of editing a story, I was blinded by an intense light.

When I could see again I was looking at what had been my UNIX terminal. Instead of little orange letters on the screen there were windows with little pictures. Next to my keyboard was a pad and a mouse that moved the cursor like a magic wand. I thought to myself, "I'm actually working with a graphical interface. Aliens have transported me to GUIWorld."

Years ago I almost bought a Macintosh, but the little black-and-white screen and those hard-to-read characters were just too difficult to see. This was different. This screen was big and I could read the writing. The colors were bright and the windows on the screen were strangely inviting.

I began doing all those things I'd heard you could do with a GUI. I opened and resized windows. I popped up and pulled down menus. I took elevator rides on scroll bars. I even changed the colors and patterns on my desktop to my liking. So this was what I was missing on my dumb terminal.

Then I remembered I had work to finish. I quickly found the story I was working on, only to realize I would have to learn a new word processor. To my delight, there weren't a million commands to learn or menus to look through.

In no time my mouse was zipping over its pad like a skateboarder in a shopping mall parking lot. Click and drag. Highlight and move. I moved paragraphs around with ease using "cut and paste." I moved things from file to file and application to application. It would have taken hours just to figure out how to do this on my terminal–if I even could.

I finished my work in a fraction of the time it would have taken me on the terminal, so I continued exploring. On my electronic desktop I clicked on the icons for a clock and a calculator, for communicating via modem, sending mail, drawing charts and graphs, and creating databases and spreadsheets. Everything I tried not only worked, but was easy to learn.

All too soon I remembered that my life in GUIWorld was temporary. As the "Big Ben Icon" chimed the hour of midnight, my screen began to fade. The icons slid down the desktop and into the wastebasket. As the brilliant colors vanished, the orange characters and old menus returned. Even the mouse scurried away. In place of its pad was my reporter's notebook.

The next day I bought myself a 486 clone to use with Microsoft Windows and The Santa Cruz Operation's Open Desktop. Thanks to the aliens, I realized I had resisted moving to a GUI because I had invested so much time learning arcane commands and mindless menu trails. My trip to GUIWorld taught me firsthand about the productivity of using a graphical environment. Now if my family would just give me some time on the machine! ■

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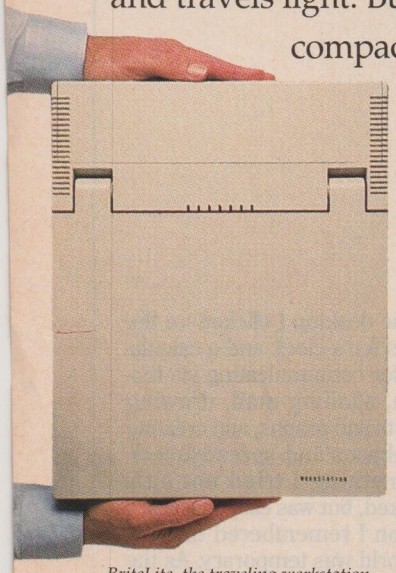

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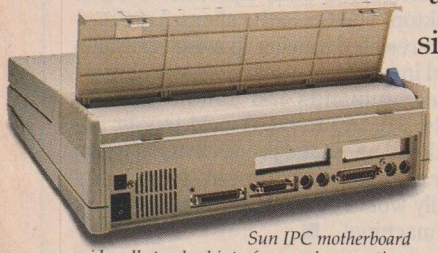

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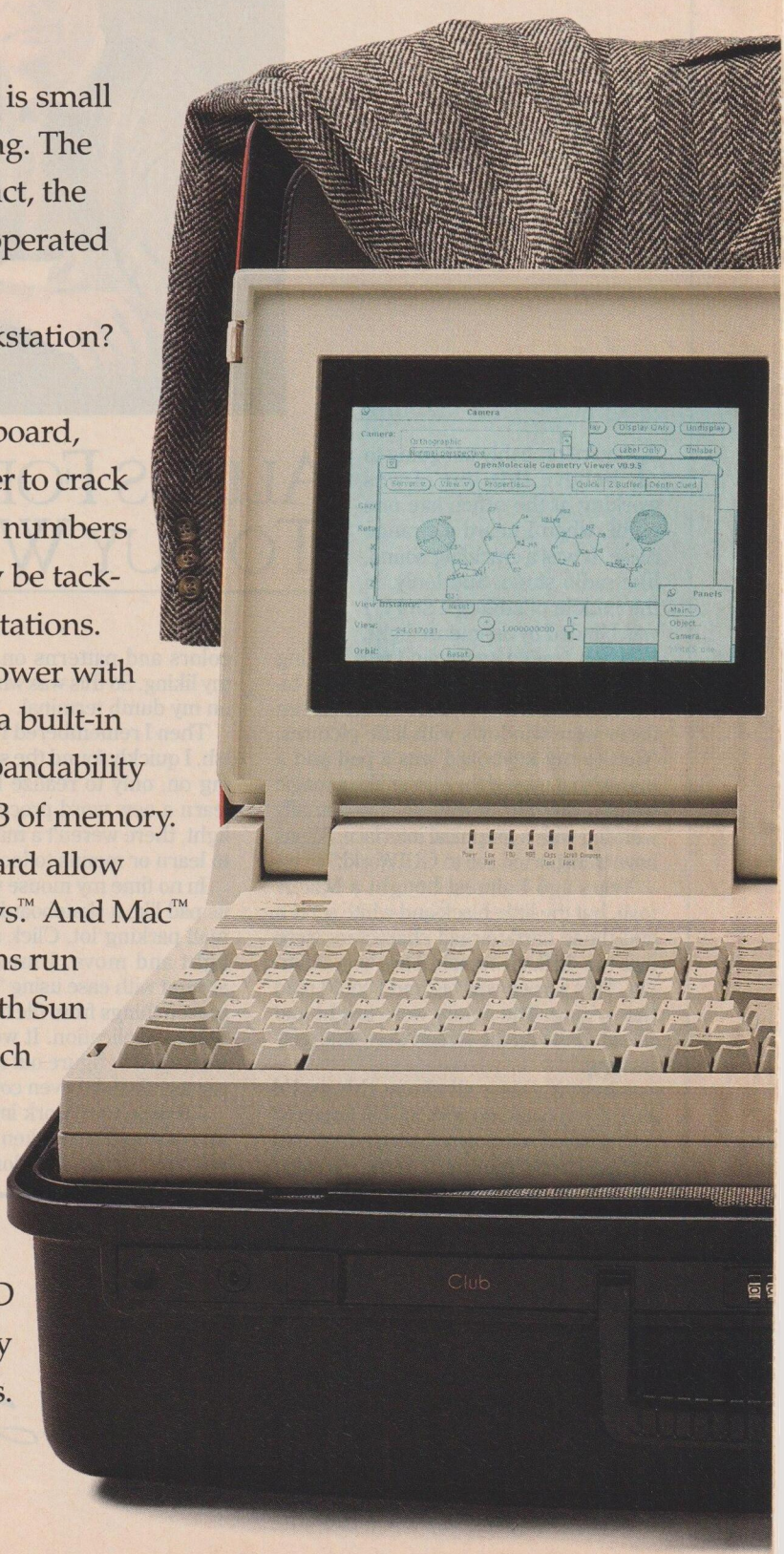

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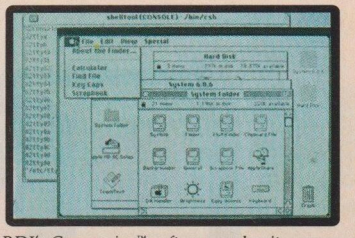
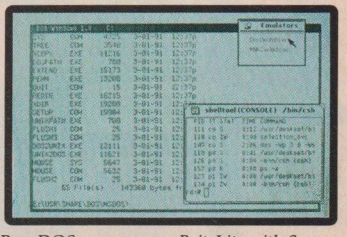


RDI's Companion™ software makes it possible to run Macintosh applications on BriteLite or any Sun System.



Run DOS programs on BriteLite with Sun and Mac applications, simultaneously.

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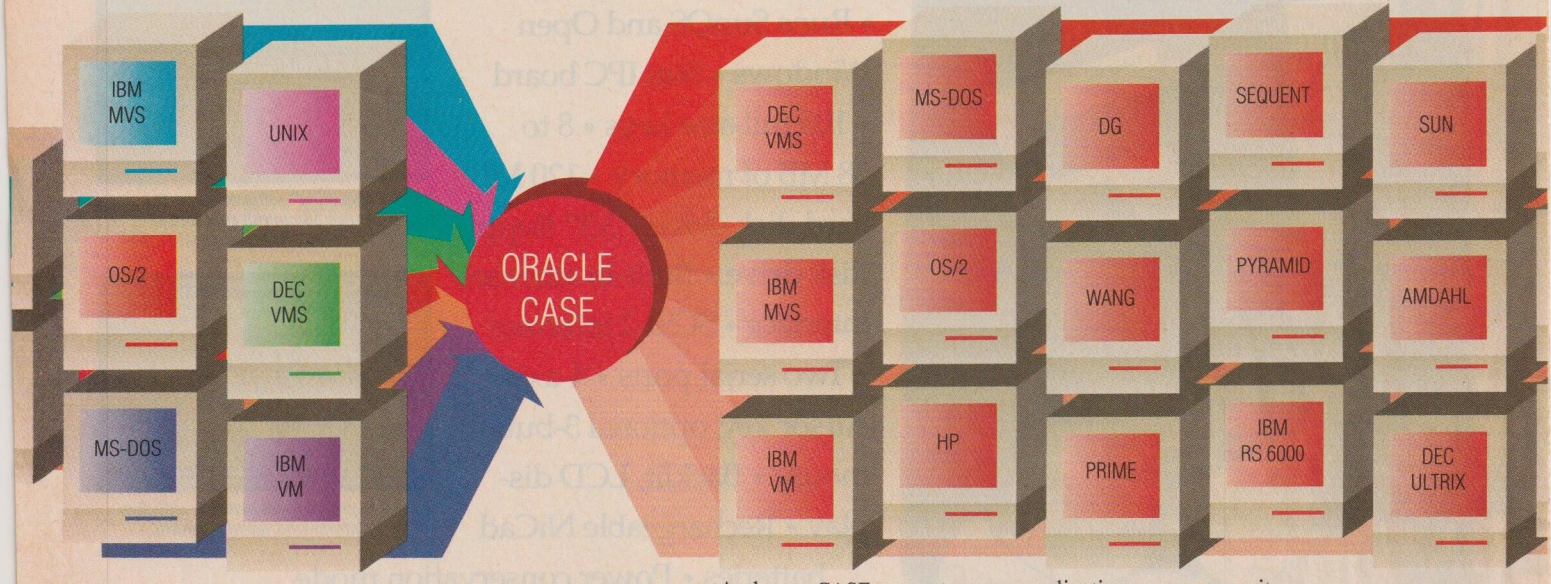

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ACE IN THE HOLE FOR MIPS?

In a ballroom in the posh Waldorf-Astoria Hotel in New York City, Microsoft's Bill Gates, MIPS Computer Systems' Robert Miller, Digital Equipment Corp.'s Ken Olsen, Compaq Computer's Rod Canion, and The Santa Cruz Operation's Doug Michels each took turns talking about a just-announced major alliance. These men are not Steve Jobs-like impresarios, but as the photographers' flashguns flashed and the humidity crept into the room, they tried to explain how this was the "broadest," "most extensive," "most dramatic announcement ever" in the computer industry.

Many audience members were befuddled by the hype centered around the announcement of the Advanced Computing Environment (ACE) initiative, a group of 21 companies backing the MIPS chip, a unified UNIX system from SCO, and a new operating system from Microsoft.

These vendors hope to establish a standard for computers based on Reduced Instruction Set Computing (RISC) technology from MIPS. The R3000 chip from MIPS will be made to comply with ACE specifications and the R4000 will comply from the outset, according to Robert Miller, MIPS' chairman and CEO. The participating companies want to persuade software makers to create programs for ACE machines that will challenge established RISC players like Sun Microsystems and IBM.

"ACE is about bringing together the best of the PC world and the best of the workstation world," says Microsoft chairman Gates. "This is the most dramatic thing since the beginning of the PC industry."

Many analysts agree that the implications of the announcement are dramatic, mostly because of the power base of the 21 participating companies. Together they account for $50 billion of worldwide computer and software sales.

The announcement asks many more questions than it answers, but the biggest benefactor is certainly MIPS, because hardware vendors DEC, Compaq, Silicon Graphics, NEC, Sony, Sumitomo, and Bull have all thrown their weight behind it.

This announcement pits the MIPS chip against chips designed by Motorola, Intel, IBM, and Sun. In 1990, Sun's SPARC was the dominant processor with 65% of workstation shipments, according to International Data Corp. MIPS had its chips in 18% of the workstation shipments, IBM had 8%, and the remaining 9% was splintered among other vendors.

Compaq's endorsement of the MIPS chip is a certain blow to Sun. The Sun-sponsored SPARC International–an independent organization for SPARC vendors–had been courting Compaq for an endorsement of SPARC. The ACE initiative is aimed at slicing Sun's market share, say analysts. "Sun is being punched on all sides," says George D. Elling, an analyst with Merrill Lynch, "but I doubt if it's worried at this point."

MICROSOFT VS. SCO?

Although the chip battle has garnered most of the attention from the ACE announcement, there are other implications, especially for Microsoft and SCO. As part of the initiative, Microsoft's new OS/2 3.0 operating system will be supported on X86-based desktop and server platforms, and the MIPS-based platform. OS/2 3.0 is a 32-bit operating system with "full Windows and OS/2 applications support," says Carl Stork, Microsoft's advanced development business manager. He says the operating system is based on a microkernel approach and symmetrical multiprocessing. "It's OS/2 for workstations and servers with Windows compatibility," he adds.

continued

Version 1.3, Microsoft's earlier version of OS/2, has had profound problems. It has not attracted important software applications, and has a paltry installed base of 150,000. Microsoft projects an additional 150,000 OS/2 shipments in 1991. If software developers already disenchanted with the earlier version of OS/2 don't want to write applications for OS/2 3.0, the alliance could fail, say analysts.

"We're not worried about this version getting out of the block," insists Stork. "The addition of full Windows support will make a big difference. It will have applications support, which has been the challenge for OS/2."

He says 3.0 is based on Microsoft's New Technology (NT) foundation, a new set of operating systems software "underpinnings" that includes portability, symmetric multiprocessing, and security.

The UNIX-like capabilities of OS/2 3.0 could impinge on the strengths of SCO's OpenDesktop and take away its market if OS/2 is successful in garnering support, some analysts speculate. It's an assertion Doug Michels, executive vice president and cofounder of SCO, denies. "Customers have different needs," he says. "If that happens the market will tell us that, but the market hasn't told us that yet."

No one can deny Microsoft's ability to dominate a market. "Bill [Gates of Microsoft] is aiming at world domination," says David Tory, president of the Open Software Foundation. But Microsoft hasn't even released version 2.0 yet–Gates says it will be available at the end of 1991. Microsoft will provide developer kits for 3.0 this year, he says.

COMPAQ'S HOPES

The success or failure of OS/2 3.0 will affect Compaq the most because of Compaq's dependence on support from its mainly PC-based customers. "The Microsoft piece is crucial," says John Paul, director of systems engineering at Compaq.

Compaq representatives says the ACE initiative is a significant step toward OS/2 and/or UNIX on the desktop. "A UNIX System Laboratories or an OSF can't really extend their definition to encompass hardware," says J. Steven Flannigan, vice president systems engineering at Compaq. "This initiative clearly extends to include the hardware. This is not the death of UNIX."

Flannigan says customers have been approaching Compaq and describing the need for RISC-based platforms for two years. "It took us a long time to realize that there was no one flavor of hardware or software that could solve the needs of all these customers," he says. Compaq has tried to move into the server market through its new Systempro midrange system. This new agreement is seen as a way for Compaq to move into this market more effectively.

Compaq made another move into the high-end workstation market when it bought 13% of Silicon Graphics in early April. Silicon Graphics will leverage Compaq's marketing skills and Compaq will garner expertise in the workstation business from Silicon Graphics, says John Metcalfe, vice president of Silicon Graphics' entry system division. "We're very excited," he says. "We're going to be able to substantially expand our market now."

He says Silicon Graphics won't concentrate on selling its systems to *Fortune* 1000 companies for business applications, like Sun has tried to do with its low-end IPC. He says Silicon Graphics will concentrate on the scientific/engineering market and let Compaq concentrate on RISC machines for business application customers.

A BIG FLOP?

The ACE initiative's impact on the computer industry will not be known until well into 1992 when it has some shipping products to go along with its hopes. It may have created more confusion in an industry that is already confused. The alliance will be successful if software developers can be persuaded to write applications for the new platform, if the large companies in the alliance can be efficient and work together, if MIPS can deliver its chip, and if Microsoft can deliver its operating system. These are a lot of significant "ifs." If these goals are attained, the ACE initiative could be the "broadest," "most extensive," "most dramatic announcement ever" in the computer industry. If these goals aren't attained, ACE could be one of its biggest flops.

continued

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CIRCLE NO. 187 ON INQUIRY CARD

FROM CONFLICT TOWARD COMPROMISE

The NCR-AT&T wrestling match is coming to an end. NCR has eluded AT&T's takeover bid since the beginning of 1991, but the Dayton, Ohio-based company will become a part of AT&T by next year, say analysts. In NCR's annual meeting this spring, AT&T tried to secure a majority of seats on NCR's board. AT&T didn't get the 80% vote needed to oust all of NCR's directors and effectively take over the company, but it did get four directors on the 12-person board. When more directors come up for election next year, analysts predict that AT&T will be able to take over the board.

In Dayton, conflict has turned to tepid cooperation as NCR struggles with the reality of becoming a part of AT&T. "It's not like a merger of conflicting companies," says a diplomatic Bill Eisenman, vice president of NCR's multiuser product division. "We would welcome a chance to be independent, but we have to be ready for AT&T [to take us over]."

"It's clear that NCR is going to be bought," says George Colony, president of Forrester Research. "The short term effect will be minimal, but after two years this will be a disaster for NCR. There will be a loss of life at NCR's executive level. AT&T will destroy NCR's culture."

WORMING INTO THE SUPREME COURT

Robert T. Morris, convicted of releasing a worm program that shut down the Internet network in 1988, may take his case to the Supreme Court, according to his lawyer.

Morris will file a petition at the Supreme Court in early June if he decides to appeal his case there. His lawyer, Thomas Guidoboni, says the case has "little chance of being heard by the Supreme Court" because the infancy of computer crime law doesn't give enough conflicting opinions to justify a precedent-setting case.

Petitioning the Supreme Court is Morris' last option. In March, he lost a unanimous decision in the U.S. Court of Appeals for the Second Circuit under the Computer Fraud and Abuse Act of 1988. In the decision, the appellate judges upheld the trial court ruling, maintaining that the government was not required under the federal statute to prove Morris intended to cause harm. It also found that he clearly lacked the authorization to access the computers on Internet that the worm program invaded. Morris was sentenced to three years' probation, 400 hours of community service, and fined $10,000.

Morris is reportedly working as a programmer at a software firm in Cambridge, Mass. "With his job and his community service work," says Guidoboni, "he's keeping *very* busy."

IS NEXT NUMBER TWO?

Next Inc. claims it's now the number-two maker of "professional workstations" behind Sun. Next reports that it sold 8,000 systems in the first three months of 1991, all as "professional workstations" intended for non-technical users. Next's President Steven P. Jobs estimates that Sun sold only about 11,000 machines into that non-technical market in the last quarter of 1990, and that other workstation vendors sold only a thousand or so each, so Next has "nearly matched" the market leader.

If Next's speculative statistics don't stretch credibility enough, Jobs also announced that Next is rapidly expanding its dealer base, placing greater emphasis on direct sales and planning to quadruple the number of Next value-added resellers. They'll need it: Missing from the rosy projections is the fact that Next's exclusive retail arrangement with Businessland ended in January, and by early April Next was down to about two dozen retailers in the United States.

Still, Jobs says Next is projecting sales of between 40,000 and 50,000 "professional workstations" in 1991, a big improvement over the 11,000 systems the company sold in 1990. No source was cited for the 1991 statistics. In the first quarter of 1991, 60% of Next's sales was to business and government, 40% to education (Next's education sales are heavily discounted), and 30% of the machines was sold outside the United States.

continued

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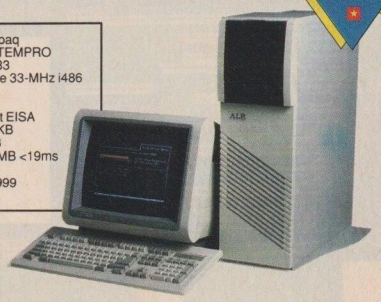
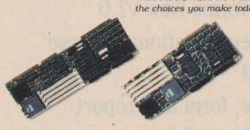
# of Processors	1	1	1
Max. # of Processors	2	2	2
Bus Architecture	32-bit EISA	32-bit EISA	32-bit EISA
Memory Cache	64-KB	512-KB	512-KB
RAM Std.	5-MB	17-MB	8-MB
Hard Drive	none	330-MB <18ms	240-MB <19ms
Expansion Slots	12	12	11
Price	$7,495	$14,495	$16,999



With the POWERPRO's advanced modular system architecture, the choices you make today won't limit your options tommorrow



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intel inside

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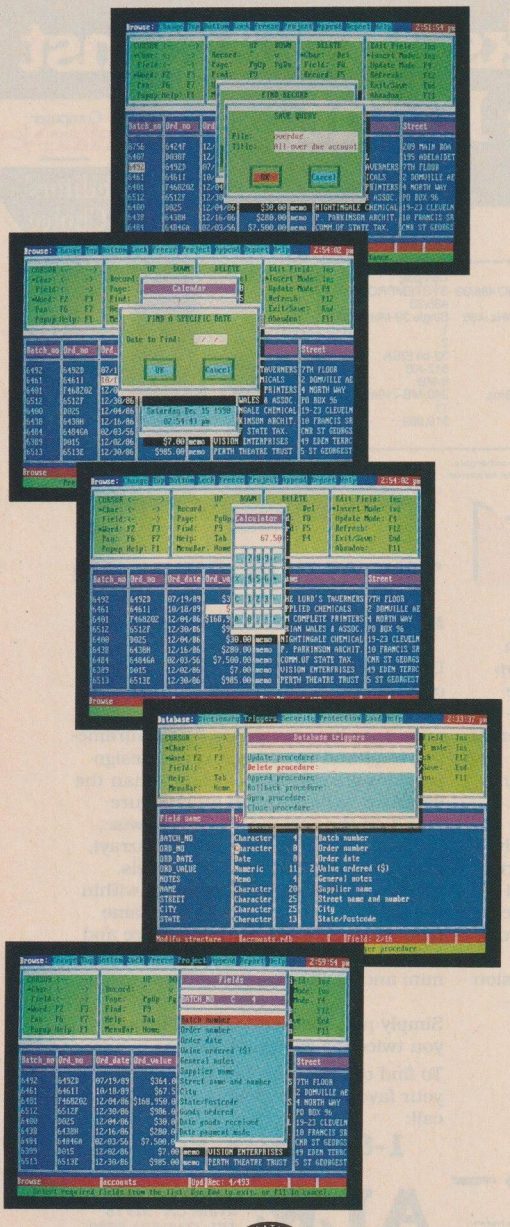

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CIRCLE NO. 244 ON INQUIRY CARD

Last November, when Next rolled out its NextStation, the company said it had a backlog of 15,000 orders, based on sneak previews of the new machine. How many machines are just filling backorders? "A quarter to a third," says a Next spokesperson, and those orders will be filled over the course of the year, she adds.

SYBASE ACQUIRES DEFT

In an effort to provide integrated computer-aided software engineering (CASE) tools, Sybase has acquired Deft Inc., a Toronto-based vendor. Financial terms of the deal were not disclosed. Deft products are designed for relational database management systems (RDBMS). Deft runs on the Macintosh and is used for designing and developing RDBMS-based applications for UNIX and VAX environments.

"This acquisition plugs a hole for Sybase," says Charles Phillips, an analyst with Soundview. He says Sybase's primary competitors–Oracle and Informix–have had a competitive advantage over Sybase because of their integrated CASE tool products. Phillips predicts total integration of Deft's CASE tools into Sybase's products will take 12 months.

In the meantime, Sybase will sell Deft products to Sybase's existing product base through its direct sales force, says Perry Mizota, Sybase's marketing manager. It will also sell Deft through SQL Solutions, a consulting firm bought by Sybase in January 1990.

AT&T TO X: PAY UP

AT&T says MIT's X Window System is using Bell Labs technology without permission. In February, AT&T's patent-licensing office sent letters to some members of the X Consortium, explaining that X Window "backing store" functions use patented AT&T software techniques developed at Bell Labs, and asking the developers to contact AT&T "to discuss licensing arrangements."

The dispute isn't over the generic notion of backing store, which means keeping track of the contents of windows that are overlapped by other windows on a bit-mapped screen. Rather, AT&T says, the X Window backing store function uses a specific technique developed a decade ago by Bell Labs researcher Rob Pike for the AT&T Blit terminal. The company says Pike described the technique at SIGGRAPH in 1983 and AT&T was granted a patent on it in 1985. Backing store functionality was added to X Windows with X11 Release 3. AT&T says it's not trying to collect patent royalties from users; "It's when they turn it into commercial products that we want to collect royalties," according to an AT&T company representative.

MIT's X Consortium had no official response, though one MIT official privately admits that the university's lawyers are searching for uses of the backing store technique that predate the AT&T patent application in order to have the AT&T patent invalidated. Other consortium alternatives include removing backing store capabilities from the X Windows distribution, rewriting the implementation to use a non-patented approach, or negotiating a blanket license for use of the technique.

GROUPE BULL ANNOUNCES DISTRIBUTED COMPUTING MODEL

Add Groupe Bull to the list of vendors interested in distributed computing. Bull has announced its Bull Distributed Computing Model, which it hopes will eventually put enterprise information and applications on every desktop in an organization. The model provides customers and software developers with a development framework and set of specifications for services, application interfaces, and exchange protocols for enterprise computing, say company spokespeople. The framework, announced at the Cebit conference in Hannover, Germany, is based around OSF's distributed computing environment (DCE) standards.

"In the past our approach was selling individual boxes," says Steve Gardner, Bull's

vice president of U.S. marketing. "But that approach has changed. We're not a box vendor anymore."

"Their installed base is happy with this announcement because it allows them a future gateway to Bull's new products," says Wayne Kernochan, a senior analyst with the Yankee Group. He adds that Bull's proprietary GCOS operating system users can move to UNIX systems. Kernochan says Bull's strategy is sound for its installed base, but financial problems have "tainted" its ability to go outside the installed base to capture new customers.

HP AND IBM WANT LYNX

Lynx Real-Time Systems, a UNIX-compatible real-time software vendor, has signed an agreement with Hewlett-Packard. Some insiders think it means the end of HP-grown real-time implementations on HP-UX. "HP-UX is in an identity crisis," says one person close to the deal who requested anonymity.

HP hasn't been able to successfully "hack UNIX to make it real-time," adds Paul Cubbage, an analyst with Dataquest.

With this deal, reportedly worth $8 to $10 million for Lynx, HP plans to port Lynx's operating system, LynxOS, to its PA-RISC chip. This means LynxOS will be able to run on all HP RISC machines. The deal has reportedly raised the ire of the HP-UX division because it could be a strong blow to the division, which has been unsuccessful in its real-time implementations. Many users who want real-time functionality will probably choose LynxOS over HP-UX, says Cubbage.

Other hardware vendors have made strong overtones to capture Lynx's technology too. Lynx won a contract last year with NASA for LynxOS to be used on the Space Shuttle. IBM's version of UNIX–AIX–was one of the losers in that bid. Sources at Lynx and analysts say IBM has realized its shortcomings in real-time software and tried to buy Lynx. Lynx is resisting these overtures, sources say. Sun is also pushing for real-time capabilities. LynxOS will be standardized on the SPARC chip by the end of the year.

OVERHEARD

Jonathan Gossels, business area manager for OSF, recalling how an instructor described UNIX: "Sure it's cryptic and hard to use–that's the beauty of it."

"I don't know if anyone has tried to run Windows on a 286 machine, but frankly I'd rather have knitting needles in my eyes." —Aaron Goldberg, vice president, desktop workstation research, IDC.

Goldberg on Compaq: "They're the Ronald Reagan of the industry. They're like Teflon, nothing sticks to them."

Lee Levitt, director, distribution channels, IDC: "VARs keep asking themselves, how many vendors should we carry? One is not enough and two is too many!"

Frank Gens, vice president, Technology Investment Strategies Corp.: "If the mainframe business is dead, it's a hell of a big corpse."

Bill Eisenman, vice president of NCR's multiuser product division, on AT&T's Bob Kavner who gave a speech at NCR's annual meeting: "It was like someone going into Kuwait and telling them how great the Iraqis are." ■

—Edited by Gary Andrew Poole with staff reports. Please send any breaking news or comments to him at: `uunet!uworld!garyp` *or* `garyp@uworld.com`. *Or call him at 415-940-1500.*

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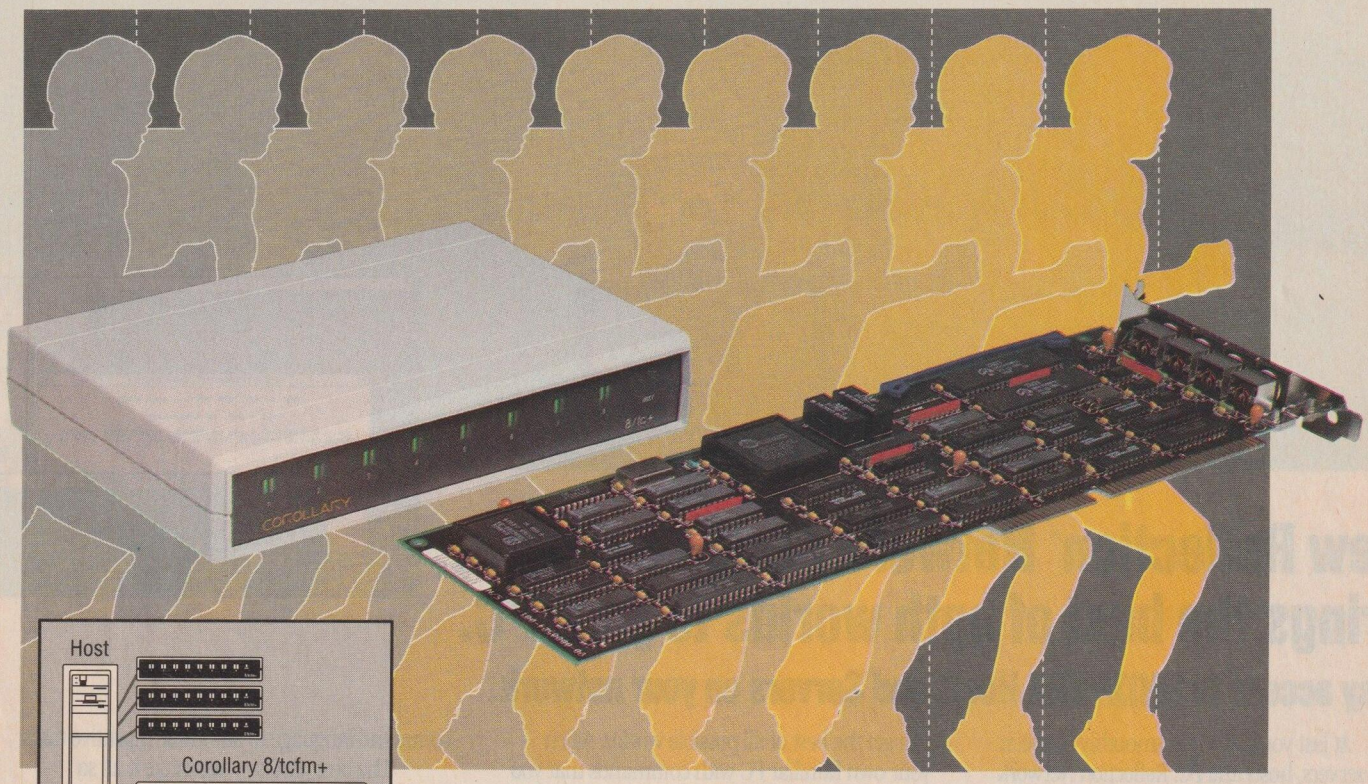

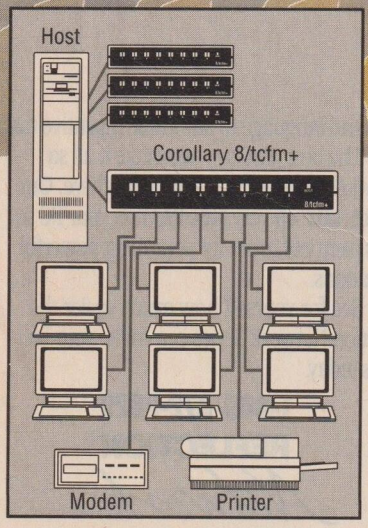

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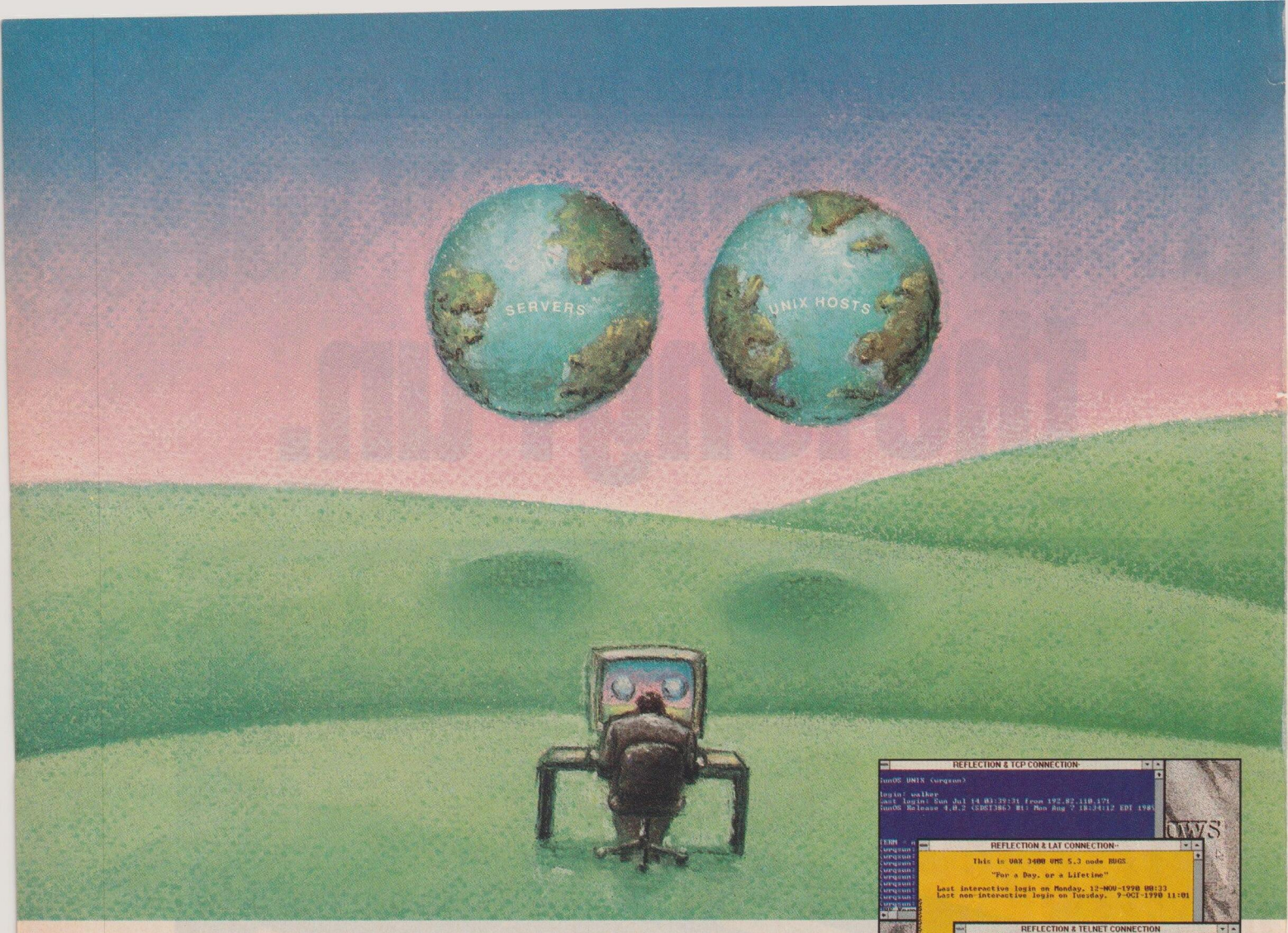

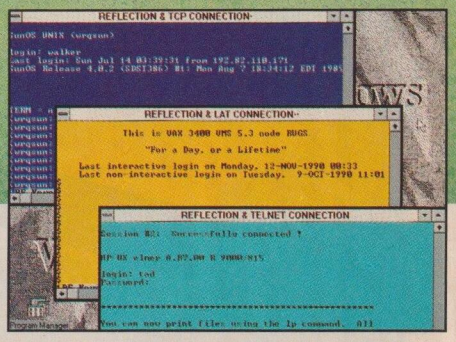

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CIRCLE NO. 125 ON INQUIRY CARD

OSF Responds To Our Article

Dear Editor:

"The Debut of a New UNIX," (March 1991) by Rik Farrow, was read with keen interest here at the Open Software Foundation. While Mr. Farrow attempted to provide an unbiased assessment of the capabilities of OSF/1, there are some factual errors in the text that I would like to clear up:

■ OSF/1 currently supports System V Interface Definition Issue 2 (SVID 2) Base and Kernel Extensions, Posix 1003.1, and X/Open Portability Guide Issue 3 support. SVID 3 Base and Kernel Extensions support is planned for Release 1.1.

■ The OSF/1 multiprocessor reference port includes parallelized device drivers for disk, Ethernet, and tape drive.

■ There is no general U.S. government requirement for B1-level systems by 1992, although there may be specific Defense Department procurements requiring B1 or above. Also, while AT&T will have a B2-certified system on its platform in 1991, it does not mean that other platform vendors will be able to ship a B2-certified System V Release 4 platform in the same timeframe. The certification process requires the software to be implemented on the specific hardware to be certified. Thus, each systems vendor will still have to undergo the evaluation process on their particular platforms.

■ OSF/1 supports both 8-bit and 16-bit character sets, including encoded Japanese characters. Additional multibyte support (up to 32-bit) is planned for Release 1.1.

Mr. Farrow has made "apples-to-oranges" comparisons on pricing issues. The price of OSF/1 is all-inclusive. OSF/1 licensees receive the base operating system plus networking (such as TCP/IP, a Network File System-compatible file system), security, logical volume management, and internationalization. This is not the case with SVR4 as available today.

In addition, OSF/1 binary fees, including royalties payable to AT&T for SVR3, are approximately equal to SVR4 for single-user systems with values up to $14,000, and multiuser systems with values up to $23,000. As system costs increase beyond these values, SVR4 binaries become increasingly expensive, while OSF/1 binary costs remain constant.

Regarding the chart, while UNIX System Laboratories has promised its SVR4ES release and an MP release in 1991–these are two entirely separate releases. The earliest that vendors could license an SVR4 system with integrated security and multiprocessing capability is 1992. However, this capability is available today with OSF/1.

Grace I. Perez
Business Area Manager
Open Software Foundation
Cambridge, Mass.

Author Rik Farrow replies: You raise some interesting points in your letter, some of which I will not dispute. On security, however, SVR4 has been available for some time, giving UNIX International vendors a lead in getting Orange Book certification.

As far as pricing goes, just say I'm from Missouri, and show me. As a hardware reviewer, I have often been amazed at the difference between the vendor's listed price and the actual delivery cost once enough has been added to make a working system. I know that the "list price" for OSF/1 is lower for the more expensive platforms. I'm waiting for proof–invoices that I can read.

Listen Up: Threads are Old News

Dear Editor:

The discussion of threads in the article "The Debut of a New UNIX" illustrates the all-too-common bias that UNIX is the only operating system in the world. While your focus on UNIX is understandable, you do your readers a disservice by completely ignoring developments in the rest of the software community.

The article presents threads as an entirely new concept being introduced for the first time in OSF/1 and soon in SVR4. The article also says that writing threaded software "is an art to be mastered by tomorrow's programmers." In fact, threads have been available in Sun Microsystems' operating system for some time and they also have been available in non-UNIX operating systems like IBM's OS/2 much longer. Data General's proprietary AOS/VS operating system has had threads for nearly 10 years, and today's programmers have been successfully using them just as long.

Brad Clements
SoftSolutions
Orem, Utah

Author Rik Farrow replies: I certainly did not mean to imply that threads were a new concept, or even new to UNIX. What's new, however, is that a portable approach to programming in threads is being announced, perhaps prematurely by OSF.

Although threads, or lightweight processes, have been around for a long time, software vendors trying to produce portable code had to avoid threads or create custom ports of their software to different operating systems. That's something good C programmers can avoid. As far as there being a large body of programmers familiar with multiple threads of execution, I would say that there might be as many programmers writing threaded code as there are people writing interrupt-driven device drivers.

LAT and TCP/IP Can Coexist

Dear Editor:

Your editorial "Have You Been Misled About LAT?" (March 1991) made it seem like the confrontation between Local Area Transport and TCP/IP would make a Mike Tyson vs. Evander Holyfield bash look like a well-mannered debate. Actually, LAT vs. TCP/IP is for the most part a non-issue.

Positioning LAT against TCP/IP implies that users must choose between them, and that is not true for most applications. The two can coexist nicely in the same network without piling on enormous overhead or multiple layers of additional communications software.

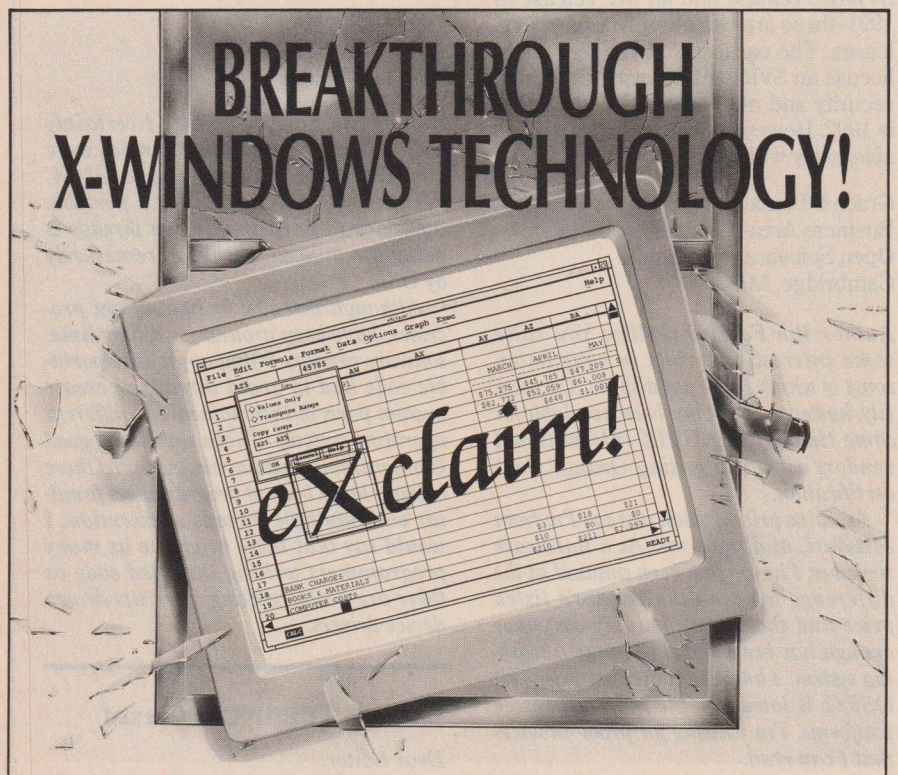
The solution is in your almost-plain-vanilla, off-the-shelf, good old terminal server. They can share other resources like printers or plotters, transport LAT traffic between networks, and provide protocol conversion for host-to-host communications–and they can do all of those things using TCP/IP and LAT concurrently.

Cost is not a major obstacle either.

continued

Terminal servers (I would prefer calling them "communications servers") with concurrent LAT and TCP/IP, and with several asynchronous ports and a parallel port, run as little as $1,495. LAT and TCP/IP are partners, moving towards LAT use within a network and TCP/IP for internetworking. Those are the functions they were designed for, and they are pretty good at them.

Brad Freeburg
President
Lantronix
Laguna Hills, Calif.



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CIRCLE NO. 69 ON INQUIRY CARD

Give Me That Old Standby UUCP

Dear Editor:

Regarding your review of MLink in the February 1991 issue of *UNIXWORLD*, my previous company considered using the MLink protocol and MLink Polling Manager. We found, as you did, that the Polling Manager's interface exhibited little user friendliness or consistency.

The main testing we did was with the file transfer program. We compared MLink to UUCP (HoneyDanBer) using Telebit T1000 modems. Some modems can work faster with MLink and the USR HST gave very high throughput, but could not handle the noisy lines. We chose the Telebits for their proven reliability over noisy phone lines because the ability to handle noisy lines is a must for us. We call over 250 sites, many in small communities across Canada.

The one clear advantage that MLink offered over UUCP was that, after an interrupted transfer, it could pick up where it left off. It is obvious that this is a real time and money saver if a high proportion of your transfers are falling over.

We concluded that it made no economic sense to replace UUCP with MLink. With more than 250 sites, MLink was an expensive alternative with few clear advantages. Sometimes the old standbys just make sense.

Robert Story
Cannes, France

Author Mike Burgard replies: If you own Telebit 1100 modems at all your sites, then UUCP may be faster. For the rest of us, MLink provides significant speed enhancements during data transfers. As far as support goes, CMI has beefed up its staff considerably in the last six to nine months and assured me that their response time is much better.

Coherent Works Just Fine

Dear Editor:

I am an occasional user of Coherent and wanted to comment on your review in the February 1991 issue. I find Coherent to be a good value and a good product for my uses. I have SunOS and Ultrix operating systems at work, and having a UNIX "lightweight" at home suits me fine. It is good enough to work on shell scripts and I can use UUCP to get mail and files. I had none of the difficulties the reviewer found and am quite satisfied with it.

There is one glaring error in the re-

High Praise.

Lantronix's combination of LAT and TCP/IP connections, small size, command enhancements and reasonable price make this a noteworthy terminal server.

Using the ETS-16, you can provide services to both LAT and TCP/IP hosts. The unit doesn't care which type of host uses a service, and it can queue LAT and TCP/IP print jobs to the same service simultaneously.

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Beyond simple connections, the ETS-16 can translate between LAT and TCP/IP TELNET protocols. In the simplest form, this allows you to connect to both VMS and UNIX systems from the same terminal.

Lantronix also adopted the UNIX finger command... these commands are excellent enhancements.

Quotes from DP Labs test report published September 1990 in DEC PROFESSIONAL Magazine.

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CIRCLE NO. 219 ON INQUIRY CARD

view. I was surprised to hear Mr. Avant's comments about **compress**, **zcat** and others not being familiar. My **/usr/ucb** directory has them. He must be a System V person. Having a feature article only 11 pages later on the wide dissemination of **compress** just compounds the problem.

Tom Mackay
Interactive Development Environments
Dallas, Texas

Product Reviews Editor Alan Southerton replies: You pegged it. Our reviewer is a System V type of person. Other than that, the fact that you found Coherent flawless, and the review process turned up some minor bugs, reinforces one of the review's themes: namely, that Mark Williams Co. must be diligent in testing their products.

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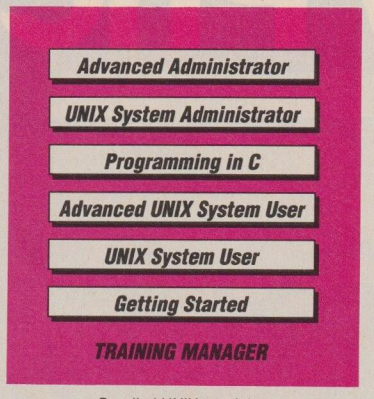

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CIRCLE NO. 114 ON INQUIRY CARD

PC Software is Brain Dead, So Why Port it to UNIX?

Dear Editor:

If it is the intent of PC software vendors to simply port their software to UNIX, they can stop now. If I wanted to run PC software, I'd buy a PC. A good example is Lotus 1-2-3, which I recently saw running on a Sun workstation–it's as primitive as Lotus for the PC, yet costs considerably more.

One of the problems of porting PC software to UNIX machines is that PC software is, for the most part, developed with the single-user environment in mind. PC software is limited in "design scope" and relatively unadventurous. If UNIX users sit around waiting for the PC world to develop software for them, I am afraid they will be old and gray by the time they see any decent software run across their desktops.

Even the best selling PC software is brain dead. Every advertisement I have ever seen for Windows 3.0 has that terminal boast scrawled across the bottom: "Breaks the 640K Barrier!" I'll take X Windows over Windows 3.0 any day of the week.

John Michael Wagner
Davis, Calif.

ADDENDUM

In the April 1991 issue of *UNIXWORLD*, WordMarc International was inadvertently excluded from the table of X application developers. The address is 940 E. Meadow Dr., Palo Alto, CA 94303; 415-813-8989. ■

UNIXWORLD welcomes letters to the editor because your opinion matters to us. If you would like to comment on past articles or voice your opinion on an issue, write to us at 444 Castro St., Mountain View, CA 94041, or send us e-mail at either of the following addresses: **uunet!uworld!letters** *or* **letters@uworld.com.**

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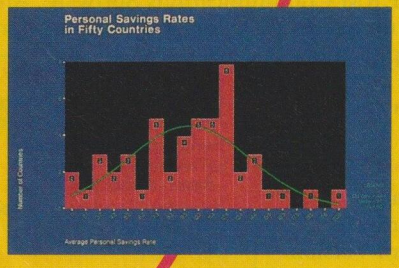

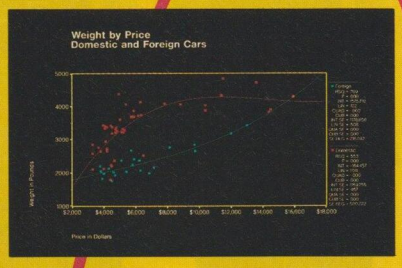

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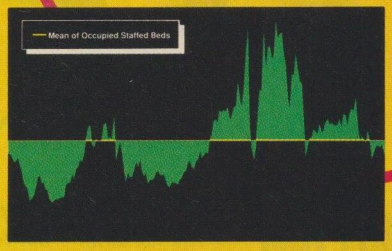

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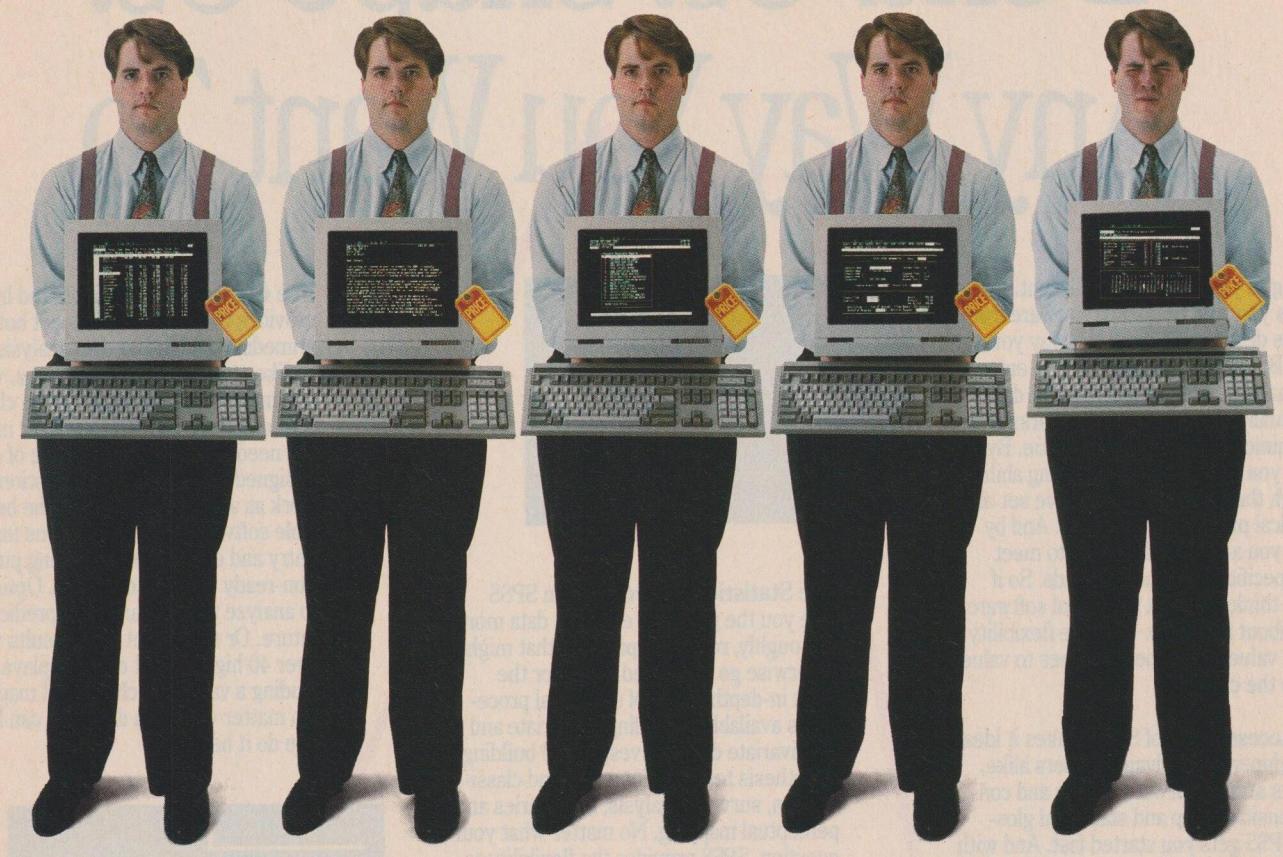

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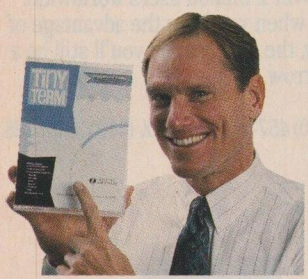

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CIRCLE NO. 65 ON INQUIRY CARD

Howard Baldwin

WEITEK'S WAY: TAKE REVENGE

To paraphrase Shakespeare, "Hell hath no fury like a semiconductor house scorned." The semiconductor house in question, Weitek Corp., is best known for its floating-point coprocessors. Sun Microsystems used Weitek's floating-point coprocessors in the SPARCstation 1, 1+, and IPC workstations–but not in the SPARCstation 2. Nevertheless, at the end of April, Weitek officially joined the ranks of SPARC-compatible chip vendors including Fujitsu, Cypress, and LSI Logic, with its SPARC Enhancement Kit, a SPARC chip motherboard.

Industry observers have theorized that part of Sun's strategy of licensing its SPARChitecture is to retain the outside performance boundaries of SPARC processors for themselves. With its W8701 processor, however, Weitek is promising the performance of a SPARCstation 2 at a lower cost per chip. This means that SPARC-compatible vendors that buy Weitek's SPARC Enhancement Kit can now build machines that run as fast as Sun's SPARCstation 2–the one Sun SPARC machine that doesn't use Weitek's floating-point unit.

Weitek says this is the first time that floating-point and integer functions have been integrated on a single SPARC processor on a single chip. Integrating functions on a single chip doesn't necessarily make the chip faster, according to Michael Slater, editor of the *Microprocessor Report*, because it eliminates one chip it reduces the cost, he says.

"Another way to look at it is that they had to do this or risk being cut out of the SPARC business," says Slater, noting that other companies making the integer units already have integration plans in the works. "As a defensive move, this was necessary."

Although analysts don't track specific market share in the narrow realm of floating-point coprocessors, they acknowledge Weitek's current leadership in that segment. Weitek clients include IBM, Silicon Graphics, Hewlett-Packard, Compaq, and Sun. For the floating-point coprocessors it used in the SPARCstation 2, however, Sun went to Texas Instruments. Why? Spokespeople for Sun will only say that TI "could meet Sun's time-to-market and performance requirements" for the SPARCstation 2.

In response, Weitek has done some tweaking on its floating-point unit. The performance numbers it claims for SPARC-compatibles that would use the new chip are, not coincidentally, exactly the same as the SPARCstation 2: 21 SPECmarks and 28.5 mips. "Weitek has revised their [chip] to make it keep up," acknowledges Slater, adding that Sun and TI are working closely on the next generation of the SPARC chip. "There may have been some pressure [on Sun] to use TI."

Weitek representatives profess that, with this move into RISC processor development, revenge for Sun's switch is the furthest thing from their mind. After all, they still sell Sun coprocessors for the SPARCstation 1. They claim their goal with the SPARC Enhancement Set is exactly the same as Sun's when it comes to SPARC. "We are not interested in cannibalizing our Sun business," insists Tim Propeck, vice president of marketing. "We mean to help the market evolve."

Opening the Envelope

In the same breath in which he insists Weitek is not cannibalistic, Propeck admits that Weitek's goal is to deliver

Weitek's SPARC Enhancement Kit includes a 2-D color graphics accelerator and a SPARC processor with integrated floating-point and integer functions.

"technical parity" to other SPARC-compatible vendors. "We're attempting to get them up to parity and then go ahead of the curve."

Weitek is selling the W8701 in quantities of 5,000 in both 33- and 40-MHz versions. The prices for those quantities are $240 and $264 per chip, respectively. The TI 40-MHz floating-point unit found in the SPARCstation 2 sells for $290 in 5,000 unit quantities, Even without adding in the Cypress 40-MHz CPU (Cypress wouldn't quote prices in 5,000-unit quantities), the Weitek integrated chip is less expensive.

Weitek differentiates its chip by claiming that it is the first SPARC microprocessor to be designed by a semiconductor vendor. In the past, the company notes, SPARC CPUs have been "crafted" by Sun and then implemented in silicon by the semiconductor suppliers such as Cypress and LSI Logic.

Weitek contends that the W8701 will benefit its target audience of SPARC-compatible manufacturers in several other ways. First, the chip is "socket-compatible" with the current SPARC integer unit chip. As a result, the board space that would have been taken up by the floating-point unit has been eliminated.

Weitek also claims that at least half of the space on the W8701 is taken up by transistors devoted to floating-point calculations. Given this argument, Weitek could indeed have a crucial headstart over competitors including Cypress, LSI Logic, and TI, in the development of integrated processors. After all, it has more experience in the more complicated ingredient of an integrated chip. As Slater puts it, "It's probably easier for Weitek to add the integer unit than it is for the other companies to add the floating-point unit."

New Graphics Chip

Two chips still come with Weitek's SPARC Enhancement Kit. The second processor, the 25-MHz W8720 IGC (integrated graphics controller), is responsible for accelerating 2-D color graphics. The W8720 incorporates both its own memory and video control. Graphics functions such as polygon drawing, bitblt (bit block-line transfer), and raster operations have been hardwired into the chip. Weitek maintains that by doing this, application speed can increase as much as ten times over using a dumb frame buffer.

The graphics processor will also be incorporated onto an SBus board for sale sometime this summer.

Whether Weitek is motivated by revenge or not, trying to beat Sun at its own game is a pretty gutsy move. It's also savvy for Weitek to make the first move. After all, PCs already integrate the integer unit and the floating-point processor, and the trend is spreading to workstations. It wouldn't be advisable for Weitek to sit back and watch its primary source of income be swallowed up by somebody else's processors. **Weitek, 1060 E. Arques Ave., Sunnyvale, CA 94086; 408-738-8400.** ■

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CIRCLE NO. 170 ON INQUIRY CARD

Reviewed by Walter Zintz

BOOKS FOR HANDLING USER INTERFACE SCREENS

Command line-driven user interfaces are outdated. Today, most applications with any hope of finding a market need some kind of full-screen interface. For bit-mapped color displays or monochrome alphanumeric monitors, today's users expect screens that are helpful, thorough, and even a bit jazzy. This month's books look at how to program these user interfaces in three environments: OSF/Motif, UNIX, and PC DOS.

Our first two books present the OSF/Motif variant of the high-flying X Window System for bit-mapped displays. The third details handling alphanumeric screens on UNIX systems with the **curses** utility. As a supplement, I review a handbook about setting up the **termcap** and **terminfo** databases on which **curses** depends. The final book deals with the more modest bit-mapped screens found on IBM PCs and clones.

X WINDOW SYSTEM PROGRAMMING

By Nabajyoti Barkakati
Sams; 317-573-2676
750 pages; 34 pages of Index & Contents
ISBN 0-672-22750-9 paperbound; $29.95

This book begins with a brief history of X and then covers how it works. Because it's aimed at programmers, a substantial amount of code is included. The code is more often instructional than appropriate for inserting directly into your own programs. The code is also available on diskette.

Primarily, the author teaches X programming with Xlib, the standard low-level access point for C programs. When he reaches a higher level, he almost always uses Xt intrinsics or the OSF/Motif graphical user interface (GUI).

The unique aspect of this book is that it talks to fluent C programmers–without hand-holding or babytalk–but doesn't presume the slightest previous knowledge of X, nor any substantial experience with windowing. After reading the book, you should know beginning-to-intermediate X programming using the tools described in the book.

Appendixes turn the last quarter of the book into a reference source. They're helpful, but not complete enough to be a substitute for a full-length X manual.

Review Highlights
Technical Level: Advanced to Expert
Understandability: Average
Summary: A good entry point for skilled programmers who are X novices

PROGRAMMING POWER... MOTIF

By Eric F. Johnson and Kevin Reichard
MIS:Press; 800-626-8257 or 503-282-5215
464 pages; 27 pages of Index & Contents
ISBN 1-55828-059-6; $29.95

Johnson and Reichard approach the X Window System at one of its uppermost levels: the OSF/Motif GUI. Although they've written other books teaching X at lower levels, their previous books are not a prerequisite to understanding this one. The only preparation you'll need is a working knowledge of C.

Their refreshing idea is that you can learn to program visual interfaces well without knowing much about how the underlying levels of X operate. That's pretty accurate. Its limitations are basically the same ones you'd find learning a programming language without knowing how your compiler works.

Most of the book shows how to create screen events and other related important matters. It's profusely illustrated with complete code examples and a lesser number of murky screen dumps. Secondary emphasis put is on making your application's interface familiar to users accustomed to Motif.

In place of X internals coverage, the authors provide a practical look at the purposes and methods of window interface design. If you know enough about your own applications to create prompt-line interfaces for them, this book can lead you into designing fairly effective screen interfaces. You won't become an expert on Motif or GUIs, but you will become an effective Motif programmer. The bibliography guides you to plenty of further reading on both Motif and the underlying layers of X.

Review Highlights
Technical Level: Intermediate to Expert
Understandability: Lucid
Summary: Motif by example without the lower layers of X

USING C WITH CURSES, LEX AND YACC: BUILDING A WINDOW SHELL FOR UNIX SYSTEM V

By Axel T. Schreiner
Carl Hanser Verlag & Prentice-Hall; 201-592-2000
257 pages; 17 pages of Index & Contents
ISBN 0-13-932864-5 paperbound; $44.95

Expertise in programming and a passable knowledge of the UNIX programming environment are definitely prerequisites for reading this book. Beyond that, all that's needed is diligent attention. Points are generally explained clearly, but are explained only once.

C code makes up at least half of a typical page in this book. Together these fragments make up complete programs for several screen-oriented utilities. They frequently use the three UNIX utilities named in the book's title, but they don't hesitate to call upon other UNIX system resources when appropriate.

The surrounding text is mainly a function-by-function annotation of the code. The reader will learn a surprising amount about **curses**, **lex**, and **yacc** from this ongoing commentary, as well as about UNIX programming.

An appendix contains manual pages for the programs whose usage is not discussed in detail in the text. Source code, presumably in machine-readable form, "may be obtained from the publisher," the author assures us. Unfortunately, he doesn't say which publisher offers it.

continued

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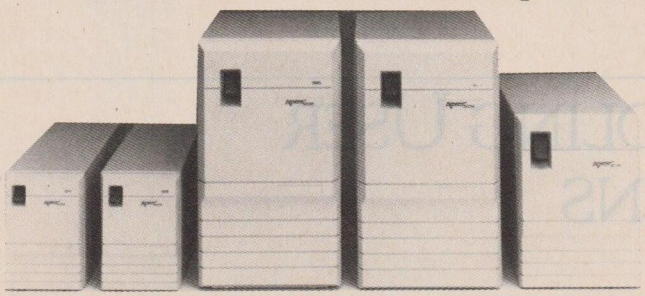

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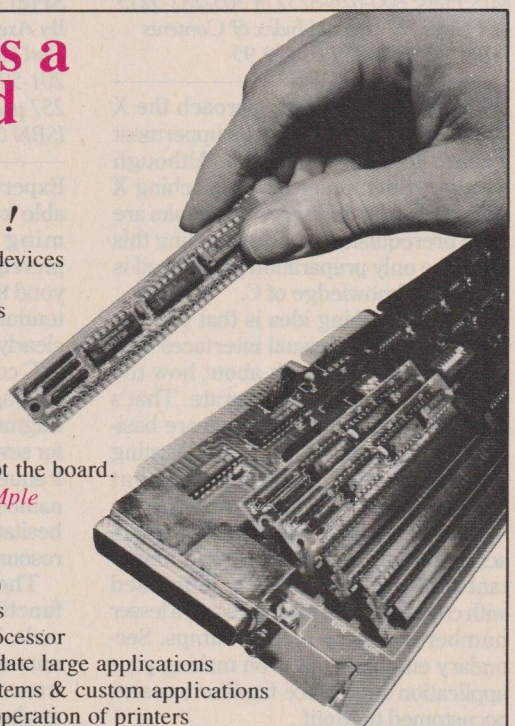

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CIRCLE NO. 98 ON INQUIRY CARD

Review Highlights
Technical Level: Advanced to Expert
Understandability: Almost Crystal Clear
Summary: Good advice the hands-on way for skilled programmers

TERMCAP AND TERMINFO

By John Strang, Tim O'Reilly and Linda Mui
O'Reilly & Associates; 800-338-6887, 617-527-1392
248 pages; 26 pages of Index & Contents
ISBN 0-937175-22-4 combbound; $21.95

Because display terminals haven't had even an informal standard since the demise of the "glass Teletype," they now work in as many different ways as hardware engineers have been able to dream up. The two packages in this book's title encode the capabilities and limitations of hundreds of display terminals in machine-readable form, ready for use by any program that must take control of the user's screen. Several hundred capability and limitation topics are included in each of these packages.

The book starts with an explanation of both packages from their beginnings. Advice is also given on reading existing terminal entries, writing new ones, and converting between the two packages. The book comments on how either package interacts with other UNIX programs.

The major segment of this book consists of item-by-item descriptions of the hundreds of capability codes, grouped by similarity of purpose. There are complete explanations, frequent tables and examples, and relevant comments on how differing terminals work.

At the end are four appendixes. The largest one lists capability codes alphabetically, partially duplicating the book's index. Two others discuss access from C programs, and the last lists the capabilities used by the `vi` editor.

Throughout the book, `termcap` and `terminfo` are discussed side by side. This is tedious to the programmer who only needs to understand one of these packages, but a boon to those who (as happens more often) must develop versions of their software for both, or port existing software from one to the other.

Review Highlights
Technical Level: Intermediate to Expert
Understandability: Almost Crystal Clear
Summary: Theory and details of two aggravating packages

continued

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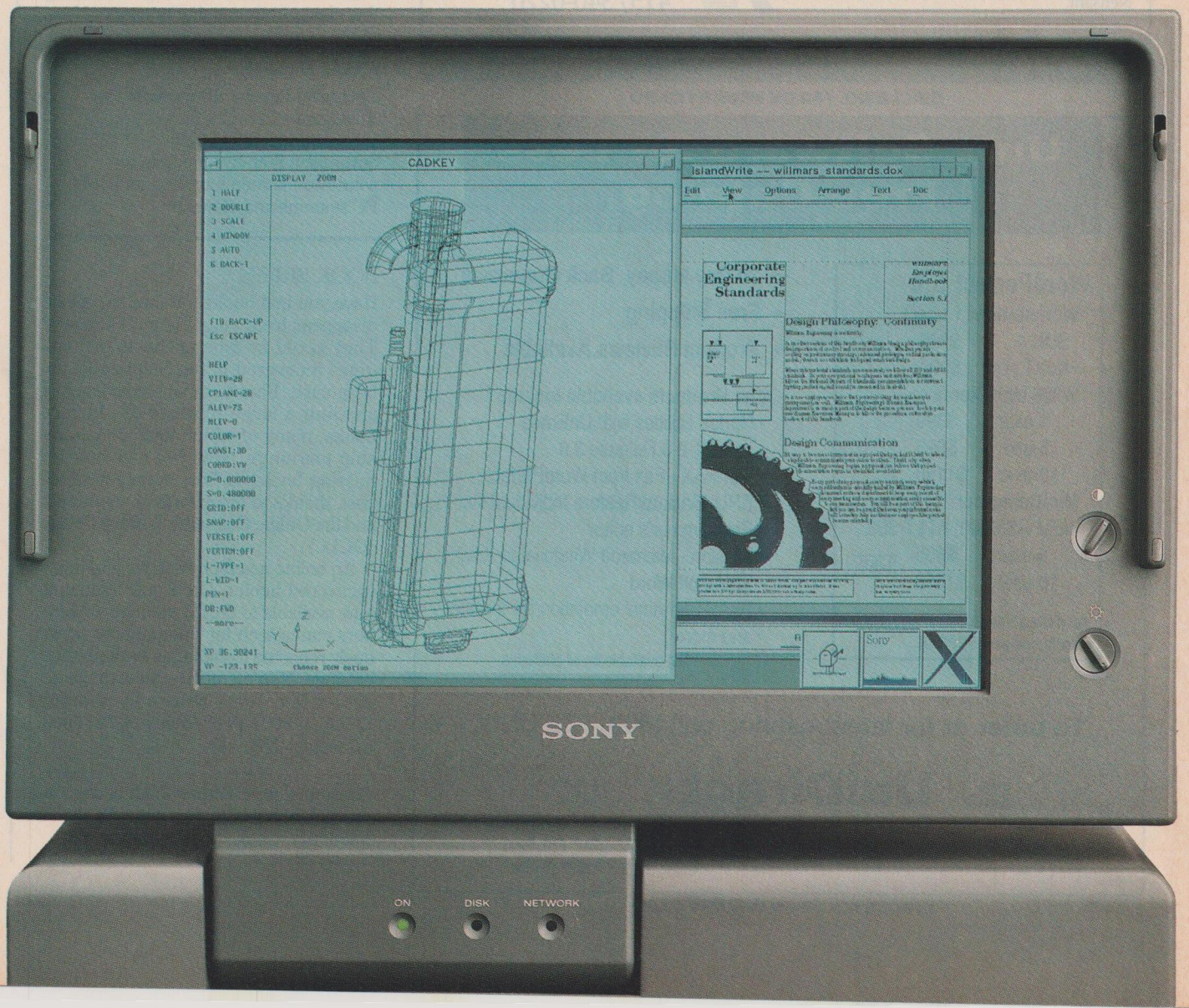

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CIRCLE NO. 30 ON INQUIRY CARD

LIBRARY

DESIGNING SCREEN INTERFACES IN C

By James L. Pinson
Yourdon Press (Prentice-Hall); 201-592-2000
267 pages; 13 pages of Index & Contents
ISBN 0-13-201583-8 paperbound; $29.00

IBM PC hardware and software are the environment here. Pinson takes the popular windowing approach to designing screen interfaces. Many of the techniques discussed are generic as the book is not written around a particular function library or compiler. This independence is accomplished by showing the reader how to write every function that will be needed. Samples of these functions constitute most of the code included, which makes up half the book.

The code is fairly well commented as the text usually discusses methods rather than rehashing code line-by-line. As a welcome surprise, Pinson doesn't charge the reader for the code in machine-readable form–an appendix lists independent sources for a diskette or downloading that charge only copying or connect fees.

Review Highlights
Technical Level: Intermediate to Advanced
Understandability: Lucid
Summary: Step-by-step help for windowed screen-handling on IBM PC systems and clones

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Editor-at-Large Walter Zintz is the Advisor Emeritus to Uni-Ops Books in Boonville, Calif.

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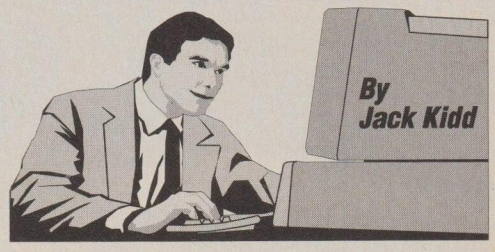

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WHAT'S ORACLE DOING WITH MASSIVELY PARALLEL COMPUTING?

Could the latest release of the popular Oracle relational database management system prove to be the salvation of so-called "massively parallel" systems? It's a far-fetched scenario at this point. However, for the first time, the "parallel server" aspects of Oracle Version 6.2 may move these curiosities of the limited scientific arena into the commercial applications marketplace.

A more immediate and practical benefit is that Oracle can now effectively support the most popular loosely coupled system to date: the Digital Equipment Corp. VAXcluster configuration.

Oracle's parallel server architecture finally delivers on promises made when Version 6 was officially launched back in 1988. This architecture permits multiple Oracle instances to share a common database while maintaining full functionality and good performance in a loosely coupled computing environment. The breakthrough technology, according to Oracle, is a clever scheme to manage cache coherence in such environments.

Tightly Coupled Systems Fit Nicely

An Oracle *instance* is a system global area (SGA) and a set of server processes. Redo-logging, archiving, and writing to the database are the primary functions performed by these "front-end" servers. Other database actions, especially reading from buffers or caches in the SGA, are performed by "back-end" servers that are provided by a common, multithreaded chunk of Oracle code incorporated into each user's address space.

The SGA is a section of memory to which all front- and back-end servers must have access. A key element in the SGA is the shared buffer cache. In response to user requests, data blocks containing the requested rows, or records, are brought into the buffer cache where they may remain so subsequent read accesses by any user can be satisfied at memory speeds without having to go back to the disk.

Even when users update rows in cache blocks, the blocks are not flushed immediately to disk. Instead, a terse record of each change is written to the disk-based redo log so that the transaction can be reconstructed in case a failure wipes out the memory buffer. Disk I/O is further minimized by utilizing "group commit," an idea originally employed in IBM's FastPath subset of IMS in which redo log records from many transactions are grouped and written to disk in one I/O operation.

In a heavily loaded system, group commit results in dramatic overall throughput improvement at the cost of minor degradation in the response time experienced by individual transactions. Oracle calls the combination of redo-log and group commit techniques "fast commit."

Fast commit and row-level locking are key performance-enhancing features

Concurrency control to assure transaction integrity in the presence of concurrent updates is achieved through row-level locking. Multiple transactions can update different rows in the same cache block without having to lock each other out, as would be the case if block-level locking (or, worse still, table-level locking) was used.

Shared buffer cache, fast commit, and row-level locking are the key Oracle performance-enhancing features. Maintaining these advantages in any new implementation, especially on multiprocessor systems, was a key Oracle goal.

The basic Oracle architecture is very well-suited for implementation on a class of multiprocessor configurations known as "tightly coupled" systems. In such systems, all processors have read, write, and execute access to a common memory system, most often via a common bus. By keeping the SGA in the shared memory, and distributing the front- and back-end processes to the multiple processors, significant performance gains are attained while the basic Oracle structure remains essentially intact.

Ownership Key to Solving the Loosely Coupled Puzzle

However, implementing the Oracle architecture–or any other database system originally developed for uniprocessor environments–on loosely coupled systems is a horse of a different color. In this situation, each processor node is equipped with a private memory system over which it has exclusive control. Communication between these processor-memory nodes takes place not through shared memory, but via some sort of a communication link. In the most popular example of a loosely coupled system, the DEC VAXcluster, this link is the "star coupler"–logically a duplexed, 70-megabit per second common bus. A device called the Hierarchical Storage Controller (HSC) also connects to the star coupler to allow all nodes to share a set of common disks.

To fit this environment without developing a new database concept from scratch, and without giving up the key performance features of Version 6, there had to be a way to allow multiple instances of Oracle, one per node, to share access to a common database. While the HSC made this physically possible, there remained the tricky question of how to allow each instance to retain its shared buffer cache while ensuring that all the caches remained coherent.

Cache coherence is a well-known problem. It is originally encountered at the hardware level in tightly coupled systems in which each processor usually has its own cache. As the multiple processors access main memory, copies of

the same cache blocks may show up in multiple caches. If any processor modifies one of those copies, other existing copies will no longer reflect the most current state of that data block and a cache "incoherence" is said to exist.

While there are numerous clever solutions to this problem, they are all essentially variations of the concept of ownership: each data block is owned by a given processor, or unowned if no cache copies exist as yet. Before a processor can update a block, it must first secure the ownership over that block.

This is essentially the technique adopted in Oracle Version 6.2. As blocks of data are initially requested by users on a particular node, for example node 1, temporary ownership over those blocks is granted to node 1. If the request is for read access, the ownership is not exclusive: other nodes may access the same block to read as well. Thus, multiple users within a node, as well as within multiple nodes, can read the same block concurrently.

If a user wished to update a row in a cached block on node 1, the node must have first obtained an exclusive lock on that block. Following the update, the block remains in node 1's cache. Other node 1 users may update the same block as in Version 6 and the redo log, fast commit, and row-level locking are all retained on each node.

Should another user on another node wish to update a row in a block owned exclusively by node 1, it must first request node 1 to transfer exclusive ownership to itself. Before granting this, node 1 will flush the cached block to disk, and node 2 will read the latest version of the data block from the disk.

Interestingly, other copies of the same block that exist in other nodes are not necessarily invalidated. Oracle supports the concept of multiversion read consistency, under which old versions of blocks can still be used to satisfy ongoing queries, provided such queries were launched prior to the latest update of the block in question.

How do the nodes communicate with each other to negotiate ownership rights? In the VAXcluster environment, Oracle relies on a standard DEC feature called the Distributed Lock Manager (DLM). It is a clever scheme for establishing unambiguous usage rights over distributed resources without resorting to a central directory or master node concept.

The functionality provided by DLM includes the ability to deduce from the name of a resource the node responsible for keeping track of the usage of that resource. This is achieved by a hashing formula that takes into account the number of nodes in the cluster. Should there be a reconfiguration (due to a failure of a node, or the addition of a node), the DLM employs a scheme by which the responsibility for keeping track of resource use is redistributed among the reconfigured nodes.

A glowing report on Version 6.2 comes from ITT Hartford Insurance, which betatested the product for a week on a cluster consisting of two VAX 6400 systems. According to James Bosco, a systems consultant at Hartford, the test showed that a major claims processing application

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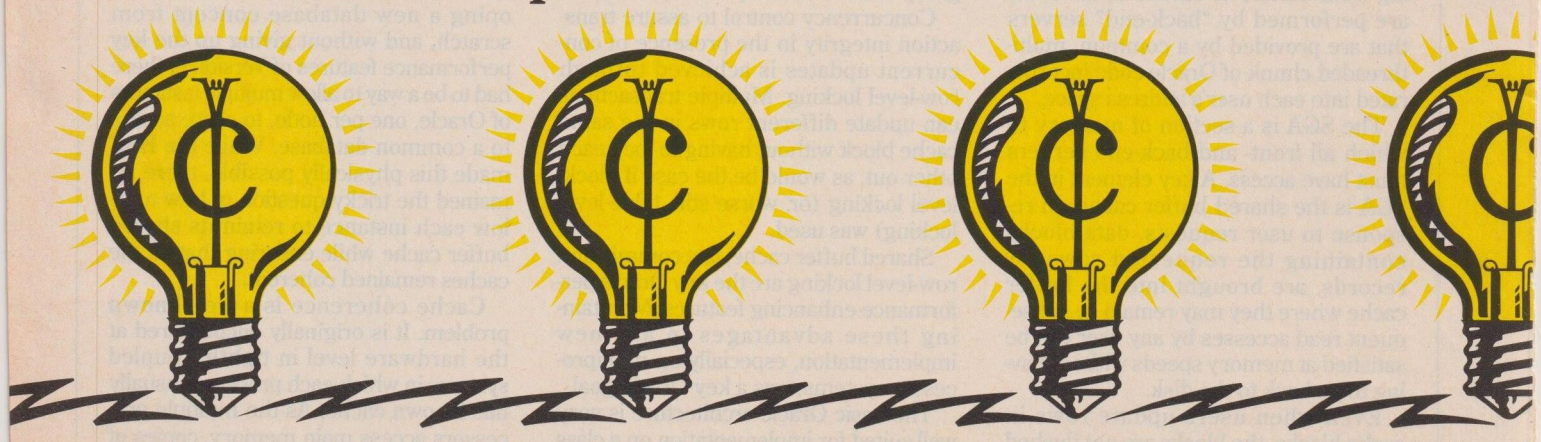

and a master data application, which previously used two separate databases and required the SQL*net networking interconnect, could now use a single unified database. Furthermore, Version 6.0 entailed a per-transaction overhead of 35 to 50 seconds, but using Version 6.2 with the parallel server feature dramatically reduced that overhead to around 10 seconds.

The Oracle-NCube Connection

What does all this have to do with massively parallel systems? As it happens, several such systems are simply instances of loosely coupled systems that differ from the VAXcluster in two relatively insignificant areas: they have many more processor nodes, and they use an interconnect network that provides full logical connectivity between all nodes while utilizing a much smaller set of physical connections. The hypercube architecture is a prime example of such loosely coupled, massively parallel system.

Oracle is working closely with Ncube to adopt Version 6.2 to that configuration. Like all other suppliers of massively parallel systems, Ncube is a young, struggling company with a product that appeals to a very narrow audience of experimenters in the National Labs, universities, and other scientific and technical research facilities.

Quite a few technical problems must be solved before Version 6.2 can be truly effective on an Ncube or other hypercube. Because the individual Ncube processors run a proprietary monitor, it is necessary to port Oracle to that monitor or port UNIX to run on the nodes.

Moreover, the useful functionality of the VAXcluster DLM must be redeveloped and reimplemented on the Ncube–an effort that is now in progress. Beyond that, the Oracle development tools and ancillary products will have to be ported to the Ncube to make a complete offering.

Other obstacles include the relatively low power of the Ncube proprietary processors rated at 7.5 mips, and the relatively small amount of memory each processor can have–16 megabytes at this time. Only certain nodes have direct access to disk, and thus, only those nodes would be adequate to support Oracle instances although, in principle, applications and tools could run on more remote nodes.

These and other uncertainties will keep this project in the experimental category for the next two years or so. Larry Ellison, Oracle's CEO, is so convinced of the market potential of this combination that he has a personal investment in Ncube. Interestingly, Ncube recently relocated most of its operations to Belmont, Calif. where it occupies offices previously used by Oracle.

While many questions remain, it is very likely that a successful porting of Oracle to Ncube will not only open up potentially large new markets for Ncube, but will point to a possible way out for other struggling massively parallel system suppliers. ■

Editor-at-Large Omri Serlin heads ITOM International Co., a consulting and research firm based in Los Altos, Calif.

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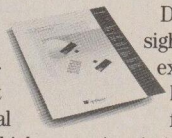

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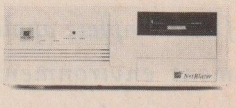

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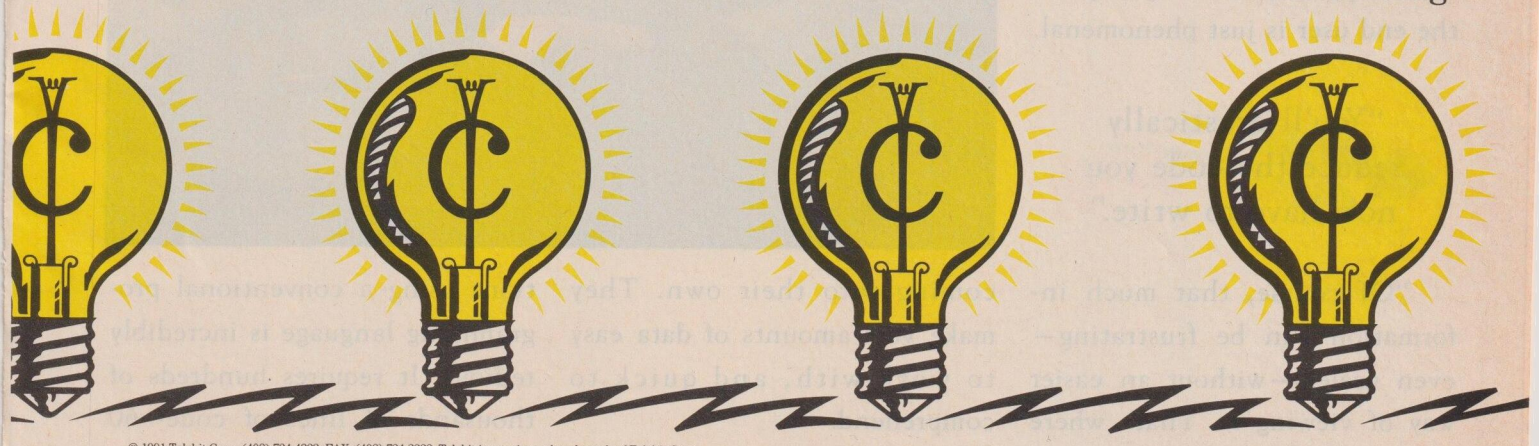

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SANDRA KURTZIG, CEO OF ASK COMPUTER SYSTEMS:

"If GUI application developers could be ten times more productive, what would that do for client-server computing? We're about to find out."

In December, 1990, ASK Computer Systems acquired Ingres, the acclaimed manufacturer of intelligent relational database products. Here, CEO Sandy Kurtzig discusses the dramatic productivity increases reported by developers using INGRES/Windows 4GL, the first complete application development environment for graphical user interfaces:

"I don't see how anyone can keep from getting as excited as we are about client-server computing. The amount of information it puts at the fingertips of the end user is just phenomenal.

"You'll drastically reduce the code you now have to write."

"Of course, that much information can be frustrating—even useless—without an easier way of viewing it. That's where graphical user interfaces are coming into their own. They make vast amounts of data easy to work with, and quick to comprehend.

"But writing GUI applications using a conventional programming language is incredibly tedious. It requires hundreds of thousands of lines of code—60 percent of which do nothing but

produce the GUI itself. Add that to the problems of accessing data from multiple sources, a shortage of developers, and a steep learning curve for existing GUI tools, and you're talking a huge investment of time and money. No wonder client-server applications have been so slow in coming.

"A product that makes programmers up to ten times more productive."

"Well, all that's going to change once developers get their hands on INGRES/Windows 4GL—a tool that helps programmers be up to ten times more productive. At least, that's what some of our customers tell us.

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"Unlike simple screen painters and HyperCard-like tools, INGRES/Windows 4GL is designed for full-scale production applications. It helps you manage and coordinate multiple development teams. It even tracks different versions of your applications throughout the company. No wonder it's now being used to create sophisticated applications like shop floor control and critical care medical systems.

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"Your applications will also link seamlessly to the whole range of Ingres products, and—thanks to INGRES/Gateways—to other leading databases.

"Think about it: Client-server applications with GUIs and full portability, in a fraction of the time. This could be the product that finally opens up the workstation for mainstream commercial applications.

"I think it's fair to call it revolutionary."

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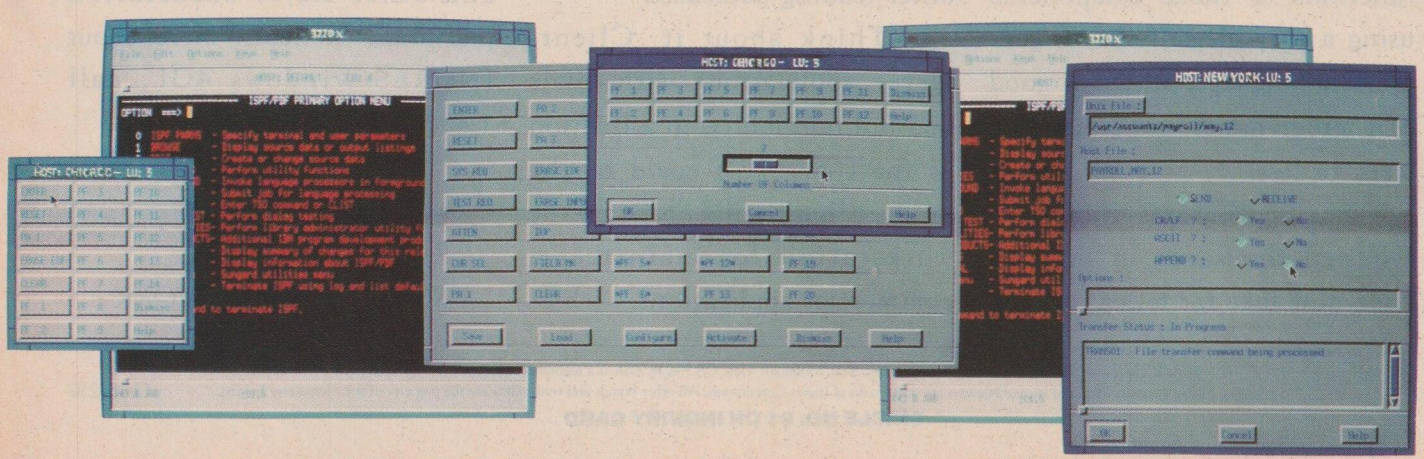

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CIRCLE NO. 153 ON INQUIRY CARD

THIS BUD'S FOR USERS

By Gary Andrew Poole

In the summer of 1966, Elbert W. "Bud" Huber Jr., now chairman of the User Alliance for Open Systems, was far away from the event that would change his life. Huber was a 20-year-old University of Texas student working off the California coast as a midshipman. The event occurred on the Austin, Texas campus on an August morning with a clear chalky-blue sky and the temperature climbing toward the low 100s.

Charles Whitman, an ex-Scoutmaster with excellent grades in the University of Texas' architectural engineering program, violently disrupted the calm summer day. Whitman took his arsenal of guns and ascended the University's white Gothic tower. He shot six people before he reached the observation deck. A river of blood ran down the staircase.

Whitman then opened fire on the campus courtyard turning the next 90 minutes into a massive slaughter, killing 13 people and wounding 31.

When Huber returned to the University after summer break, he went to the plaza where he used to walk. He looked at the bullet holes littering the walls. He imagined the burgundy-colored blood that had soaked the ground. It was the first time he noticed *the words* inscribed across the entrance to the Tower.

Bud Huber has trouble retelling this memory from his youth. It seems wedged into his soul like an elusive thorn. He is now 46 years old and exhausted from overworking. You can see it in his weary face and in the way he slumps on the couch as he talks. His eyes look toward the ceiling.

"I've never shared this with anyone..." he says, almost whispering. "Those words across the entrance to the tower, *those words*–'Ye shall know the truth, and the truth shall set you free'–there was some kind of metaphor, and it consumed me."

In 1966 when Huber looked at that message, he collapsed. He fell to his knees and wept. "I don't know what it was," he recalls, "but when I saw those

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"The environment, crime, the homeless, AIDS, war, economic disruption can all be brought into perspective if we can share information."

—Bud Huber,
chairman of the User Alliance for Open Systems

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CIRCLE NO. 10 ON INQUIRY CARD

words something happened in my mind."

"If you print this people are going to say I'm crazy, but it is a visceral understanding to me that is unshakeable," he says. "The environment, crime, the homeless, AIDS, war, economic disruption can all be brought into perspective if we can share information."

Bud Huber's idea of Elysium is a place where people have access to timely, accurate, and reliable sources of information. "I would like our energy placed in sharing what we know," he says. "We're in this together whether we like it or not."

Chairing the User Alliance

As the chairman of the User Alliance for Open Systems, Huber is trying to do just that. The User Alliance is composed of management information systems (MIS) directors from large companies including Exxon, Ford, General Electric, General Motors, Kodak, McDonnell Douglas, Boeing, and Hughes.

It started in the fall of 1989 when a group of managers (Huber is a senior consultant at Hughes) began calling each other to talk about their technical problems and their desire for open systems. Huber was one of the key organizers when 17 of these MIS people came to Atlanta, Ga., in February 1990.

In Atlanta they identified nine barriers to achieving open systems–lacking a process, lacking a vehicle, legacy systems and culture, insufficient open systems, tactical vs. strategic planning, nonlinkage to business case, competing intra-enterprise interests, no North American vision, and no shared vision–and set out to break them. In May 1990, in Houston, Texas, 30 users refined these barriers and defined 10 action items to overcome them. In September 1990, in Warren, Mich., the "Houston 30" became the User Alliance for Open Systems and partnered with the Corporation for Open Systems International.

Huber says the User Alliance has had difficulty dispelling the image that it is a group against vendors. He says he wants to develop "partnerships" with vendors "to accomplish common business goals."

"Today people are held hostage to proprietary systems, which don't allow them to get to their data," Huber says. "I'm doing everything I can to free that up."

"I am unshakeable in my belief that open systems is a path that allows people [to get information]," he says. "Ultimately this will happen on a national scale. Technology issues are not holding us back, it's vision."

Huber was approached about becoming the chairman of the User Alliance in early 1990 to help fulfill this goal. "Everyone recognized that he has the vision," says Catherine Howells, manager of computing standards for Boeing Computer Services and a member of the User Alliance executive committee.

Vision. Even his 71-year-old mother uses that word to describe Huber. "He's a visionary," drawls Maxine Huber from

Technology issues are not holding us back, says Huber, it's vision

her home in Pearland, Texas, a suburb outside of Houston. She also describes her son as a "maverick" who has always flowed and fought with mainstream ideas.

"Bud doesn't like me to tell this story," she says, "but he applied to the Naval Academy in Annapolis once." Huber received an appointment, and then turned it down because he wanted more freedom. "We were appalled," says his mother. Yet, after he graduated from the University of Texas with a bachelor's degree in mathematics, he joined the Navy in 1968 and stayed in until 1979. He became a lieutenant commander and worked as an intelligence specialist for national-level submarine security programs.

Huber also ran for the Long Beach (Calif.) City Council in 1986 and for mayor of Long Beach in 1988, a "futile attempt," says a *Los Angeles Times* reporter who wishes to remain anonymous. "He's a conscientious and respected leader, although some people think he's overzealous," says the reporter.

Open Systems and Discrimination

Although Huber ran for city council and mayoral seats as the president of the affluent Belmont Shore Improvement Association, he has always sided with the underprivileged and those facing discrimination, he says. Huber says he has faced discrimination because he is openly gay.

"I understand the pain that people go through," he says. "When they go to the social security system and they're de-

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nied benefits. When the system breaks down and the clerk doesn't apologize, he just says 'Jeez, you didn't get your check this week.' That means those people don't get food on the table because of the computer system. It's a waste, a mind is a terrible thing to waste," he says, his voice trailing off.

Huber didn't grow up in an academic or affluent household. His father was a welder and his mother a secretary, but Huber was "very studious," according to his mother. His father died two years ago.

"When he was in junior high school he would go to the library and check out engineering books," Maxine Huber says.

"One time we had guests over and we were all sitting at the table. I said something and heard this little voice saying, 'No! You're wrong!' Well, Bud was eavesdropping with some wires," she says laughing.

Huber always had an interest in electrical engineering, but it was his first job in 1962 at American General Life Insurance that provided him with formal computer training. Huber worked in the mail room at American General's headquarters in Houston when a high-level manager–R.H. "Bob" Ellis–noticed Huber in the elevator and told him to come to his office. For no apparent reason, Ellis talked with Huber and then decided to send him to IBM training school to learn about computers. Huber was shocked.

"If he's alive he probably doesn't know me from anybody," Huber says, "but he saw something in me. One outgrowth of this event has caused me to appreciate what very simple acts for others can do. If there's ever a legacy of what my life is, it's caring enough to help others."

An Inner Flame

After American General, college, and the Navy, Huber took a job at Hughes Aircraft in 1979 as a computing specialist. Carl Reynolds, retired staff vice president of communications and data processing for Hughes, was responsible for hiring Huber. Reynolds describes Huber as a patient person who becomes "vocal in the heat of battle."

Other colleagues concur. "He's not dogmatic," says Nina Lytton, editor of the *Open Systems Advisor.* "He's a prince, a natural leader."

"I couldn't do what he does," adds Boeing's Howells. "He's a good listener, very tactful. He has physical energy and real passion."

Huber's intense schedule and drive have forced him toward physical exhaustion, but his "inner flame" makes him carry on, he says. Huber credits much of his drive to his father. "There was something I said at his funeral," he says. "He crafted with his hands and molded with his heart. In my mind that's how I work."

Huber says he has always been close to his parents. In fact, Maxine Huber wishes her son would move closer to her home. "It's just great when Bud comes home, it's wonderful...time's passing just now," she says, sounding tired like her son.

"This [interview] has taken a strange turn," he says sadly, looking at his watch and then toward the ceiling. "I don't know... I'm driven, I really am." ■

UNIX WORLD
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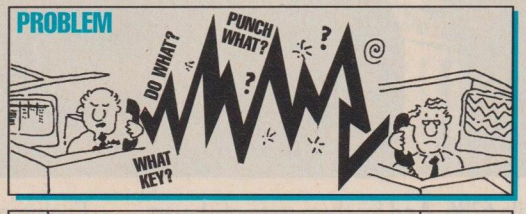

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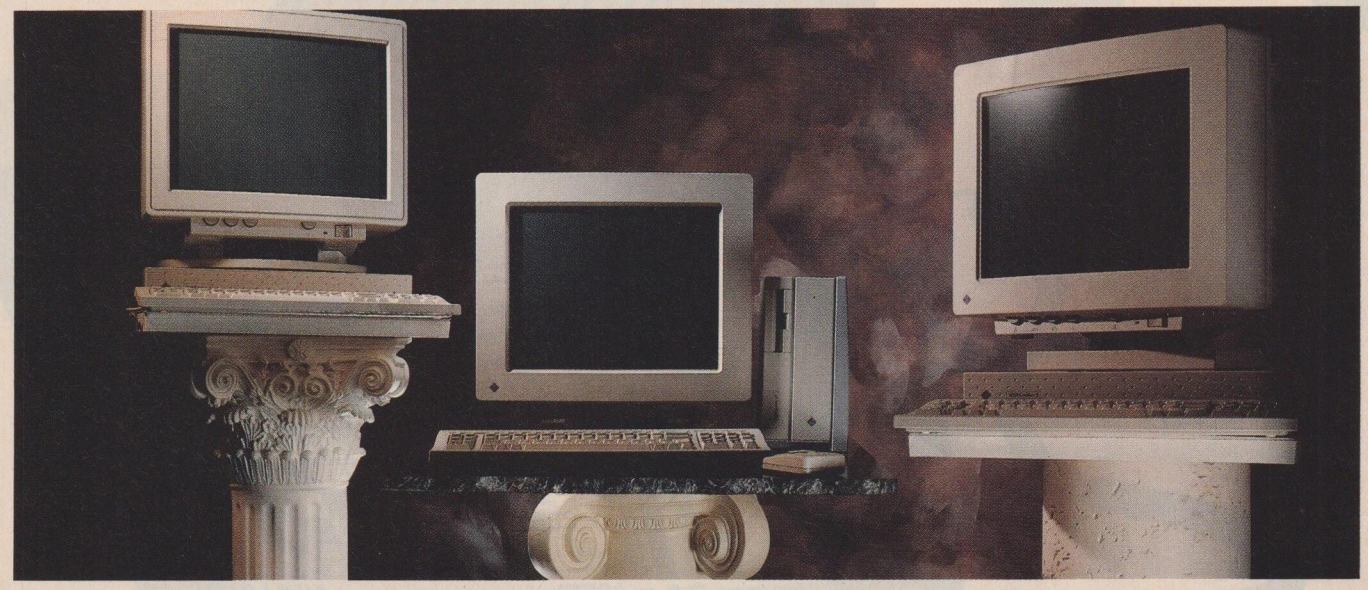

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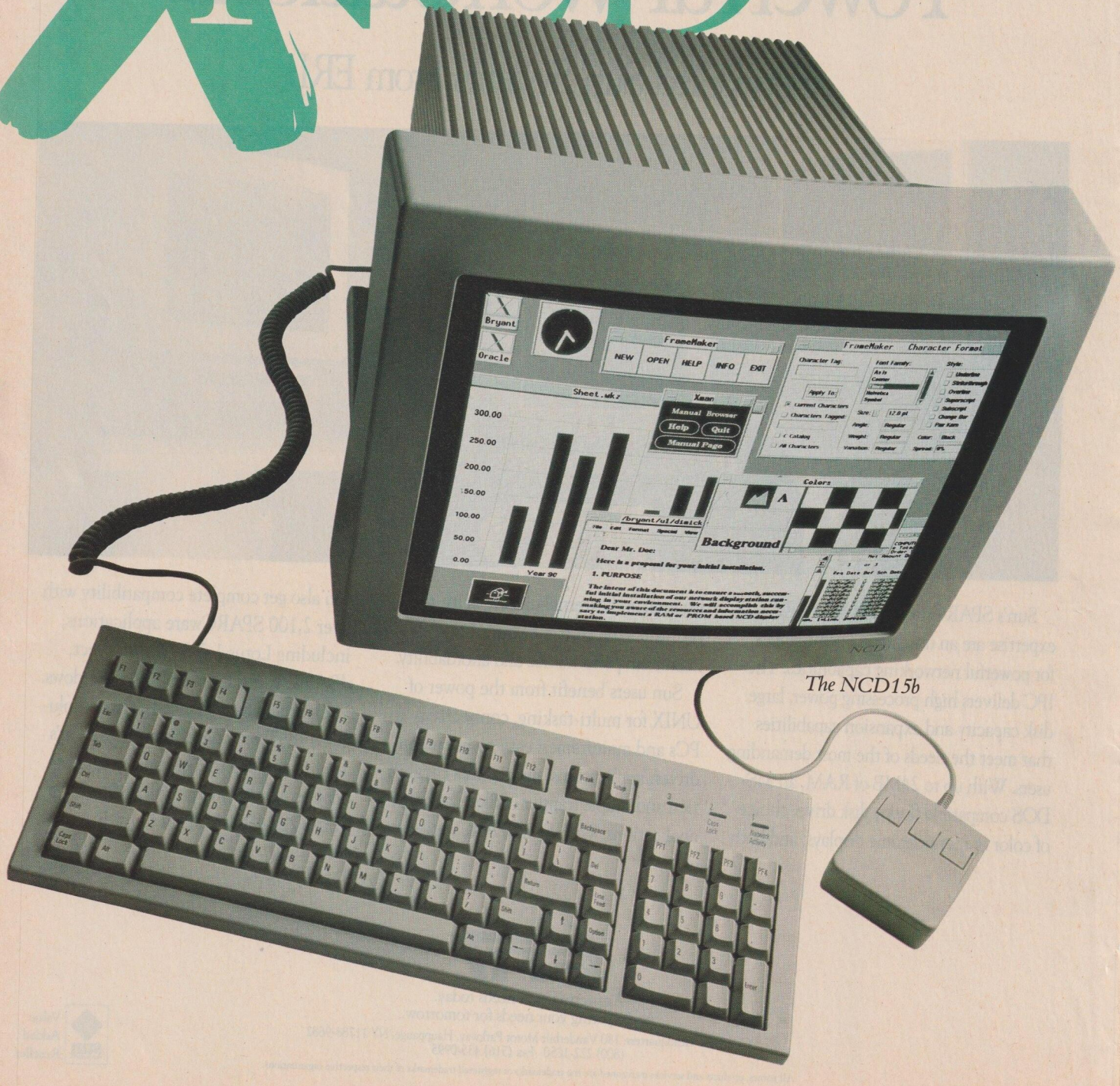

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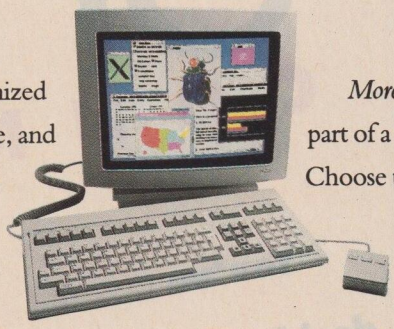

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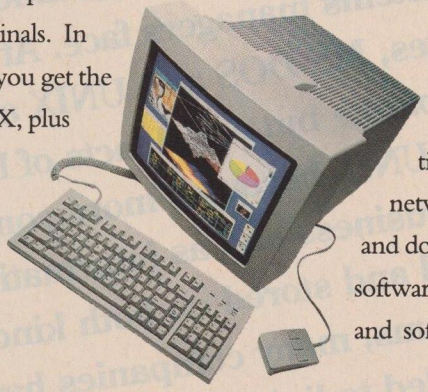

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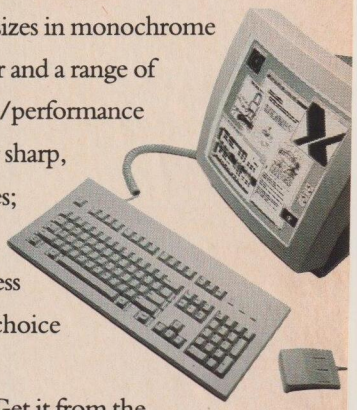

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415-694-0650 FAX: 415-961-7711 Email: info@ncd.com

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CIRCLE NO. 254 ON INQUIRY CARD

THE DOS TO UNIX CONNECTION

You've decided to hook your PCs to your UNIX system. Where do you go from here?

"What are we gonna do with all these PCs?" That's a question more and more information systems managers face. At many sites, MS-DOS and UNIX are separate but equal facts of life. As UNIX becomes more common in business and as information is used and stored on both kinds of systems, many companies have decided to link UNIX and DOS.

continued

BY FRANK HAYES

MICHAEL CARR / PC courtesy COMPAQ COMPUTER CORP. / WORKSTATION courtesy SILICON GRAPHICS INC.

File Edit Formula Format Data Options
Blue Yonder Aircraft
1991 Revenues by Region
North America
Europe
Far East
Total Revenue
An 8% increase from last year
Ready
COMPAQ
COMPAQ DESKPRO 386/25
SiliconGraphics
Personal Iris

DOS TO UNIX

Deciding that DOS and UNIX users should communicate is easy. The advantages can include things like file-sharing between PC and UNIX users, easier access to data on other systems, and enterprise-wide electronic mail. Figuring out exactly how to link the systems isn't so simple. In many places, PCs and UNIX systems are treated as completely independent–for example, UNIX systems would be used for database, accounting, and engineering applications, while PCs would handle word-processing and spreadsheets. Integrating both kinds of machines without creating new problems for the users is not a simple task.

How do you connect PC users to UNIX and still let them get a full day's work from their DOS-based application software? If the PCs are already linked together in a local-area network (LAN), how do you connect that network to your UNIX-based systems? Here's a rundown of your options–from simple to complex–for hooking together DOS-based PCs and UNIX systems with minimum disruption and maximum effectiveness.

Why Should You Do It?

What exactly does UNIX offer DOS users? At first glance, the answer seems to be, not much.

True, UNIX has processing power that reaches well beyond the limits of DOS-based PCs, and UNIX is designed for multiple users and networking. From a DOS view, that's beside the point. PC users use DOS for the applications. DOS applications come in a much wider variety than those available for UNIX, and they're usually more polished and user-friendly.

There's a more important point, though–your PC users are already using DOS applications. A DOS user doesn't just represent an investment in copies of Lotus 1-2-3, Microsoft Word, and dozens of pop-up programs and utilities. DOS users have a huge investment in *experience*–they've learned how to use these applications, and how to make them work together to get their work done faster and more effectively. If you're an information systems manager, you can't afford to throw away this investment.

UNIX is not the best reason DOS users should make the connection. It's the connection itself. It means direct communication between DOS and UNIX users in the form of electronic mail. It means data can be shared among DOS and UNIX users, along with access to large-scale UNIX resources such as large hard disks and fast printers. It also opens up the option of letting DOS users run UNIX applications–even distributed applications that use both UNIX and PCs.

Those connections can be a big advantage. The question is, how can you connect DOS users to UNIX systems without disrupting their work?

Two Main Ways to Connectivity

The kind of connection you'll make depends on the current set up of your PCs and UNIX system. You can usually choose between two options: a DOS PC as a terminal connected to a host or as a node on a network.

The first option, a terminal-style setup, can use a serial connection or a network to attach the PC to the UNIX system. Regardless of the hardware, with a terminal-style connection, the DOS user simply becomes a UNIX user–it's as if a UNIX terminal has been dropped inside the PC. When PC users want to communicate with the UNIX system they run a terminal emulation or telecommunications program. Once online with the UNIX system, PC users can do anything other UNIX users can do–including send e-mail and run UNIX applications. With most PC telecommunications programs, DOS users can also copy files to and from the UNIX file system. The rest of the time, when they're not running the terminal program, the DOS users will use their PCs exactly as they did before.

The second option is to set up the DOS-to-UNIX connection so that the UNIX system appears as an additional disk drive on the PC. (This usually requires connection to a network, so we'll call it a network-style set-up.) With the network-style approach, the PC user has access to files throughout the network. Those files can be copied to the PC, but they can also be used directly by DOS applications as if they were on a local disk drive. Compared to a terminal program, in which every file the PC wants to use must first be copied to a local disk drive, this can be a big plus.

The big minus for the network connection is that it's always there. Unlike a terminal program that takes up space in the PC's memory only when it's actually being used, the PC's network software is loaded into memory when the PC is turned on and is continuously taking up a sizable chunk of memory. That memory is limited to 640 kilobytes of program space–space that must be shared among applications, pop-up utilities, device drivers, and network software. As a result, adding a network to a PC may induce "RAM cram," a situation in which everything won't fit into the memory at once. For PC users, this can quickly throw cold water on the advantages of a network.

The Big Advantage: Saving Money

At first glance, even the "RAM cram" problem may appear minor when comparing the terminal and network approaches. After all, the network's ability to share files transparently is exactly what you're looking for in connecting your PCs to UNIX.

Besides, connecting PCs to UNIX as terminals may seem like an unsophisticated approach. But there are three compelling advantages to the terminal approach: It's cheaper, it's cheaper, and it's cheaper.

continued

Direct Serial Connections, Modems, and LANs

Direct Serial Connection	Modems	Local-Area Network
cable required	no cable required, but telephone line needed	must run (expensive) Ethernet or (cheaper) twisted-pair wiring
no modem required	modem required for each PC and each UNIX serial port	network interface card required for each PC
one UNIX serial port per PC for unlimited access	a limited number of UNIX ports for unlimited PCs	only one UNIX NIC required for all PCs
high-speed connections (9600 bps)	high-speed connections cost more than low-speed (2400)	very-high-speed connections (1-to-10 Mbps)
no telephone wiring or phone calls required	each PC and UNIX modem requires a telephone line; each DOS/UNIX connection requires a telephone call	no telephone wiring or phone calls required
all connections on-site. Length of connecting cables is limited	local users can log on to off-site systems; off-site users can log on to local systems. Distance from system is unlimited	all connections on site. Length of connecting cables is limited

A PC serial port can be achieved with an under-$50 add-in card, along with an inexpensive cable or a modem. Some serial ports are often already built into the PC, so you may not even need to spend $50. By contrast, a network requires a network interface card with a $100-to-$200 price tag, and (depending on the type of wiring) a potentially high cost for cables, as well. The PC terminal software is less expensive than a network operating system. The installation and maintenance costs of terminal connections are small compared to the installation of a typical PC LAN–and the ongoing costs of network administration.

The dollar cost isn't the only price you pay. One of the biggest differences between the terminal and network approaches is the cost of waiting. A terminal-style serial connection is about 1/100th as fast as a network. PC users may spend a significant amount of time uploading and downloading the files they're sharing through the UNIX system because each file must be completely copied from PC to UNIX. PC users can't utilize the large file system of UNIX for storing files too large to fit on the PC's own disks.

Wire or Phone Connections

You can connect a PC as a terminal in one of two ways: with a serial cable or dial-up modem. Each option has its own advantages.

In principle, connecting PCs directly means running a serial cable from each one to the UNIX system, and providing a serial port for each PC at the UNIX system. If you're connecting a large number of PCs, that can mean a significant cost for cables and ports–and some pretty long cables. In practice, though, you can only run a serial cable so far. Fortunately, you can run the cables from a number of PCs into a device called a terminal concentrator which multiplexes the signals from the PCs together and sends the result to the UNIX system on a high-speed connection. With or without a concentrator, all of the PCs can communicate with the UNIX system at once–and they can do so at top serial speed, typically 9,600 bits per second (bps).

On the other hand, using modems requires adding one to each PC and one or more to the UNIX system. Each modem must be connected to a telephone line, and the PC user must make a phone call every time he or she wants to communicate with the UNIX system. You may have to install the cable unless you already have enough phone lines. Check whether all those modems would be more expensive than direct serial connections. While modems allow you to use as many PCs as you'd like with just a few UNIX serial ports, only a few PC users can communicate with the UNIX system at once. Another limitation is that high-speed modems are expensive and the lower-cost modems are not as fast. For example, 2,400-bps modems only transfer data at one-quarter the speed of a direct serial connection.

Security is another consideration when choosing between direct connections and modems. Direct serial connections form a closed system: no one can dial in or out. Modems make it possible for PC users to call other computer systems, including bulletin-board systems and online services, however they also allow off-site users to log on to your UNIX system. Off-site log-ins are convenient for users who are traveling, but also a potential security problem, because unauthorized users may be able to log on to your UNIX system.

Network Standards

Terminal-style connections are relatively simple compared to PC networks. The range of choices can be overwhelming: Thick Ethernet, Cheapernet, 10Base-T, Token Ring, ARCnet, StarLAN, and an equally daunting list of network operating systems. Fortunately, after a decade of network wars, there are some standards that can make your choices easier. For UNIX networks, the default choice is TCP/IP. For PCs, it's Novell NetWare, the network operating system used for the vast majority of PC LANs.

If your PCs aren't currently networked, your best bet is to do it on the UNIX network's terms which means linking them together with Ethernet cable and then using TCP/IP protocol software to let them communicate. Each PC will require a network interface card, as will the UNIX system. Each PC will also need software that gives the PCs TCP/IP capability,

Making the DOS to UNIX Connection

The following products allow you to hook up with UNIX by using your PC to emulate a terminal or connect to a network as a node.

PC Terminal Emulation Software

Blast PC *$250-349*
Communications Research Group, 5615 Corporate Blvd., Baton Rouge, LA 70808; 800-242-5278 or 504-923-0888

DoubleView *$239 for eight users*
Digiboard, 6400 Flying Cloud Dr., Eden Prairie, MN 55344; 612-943-9020

Ice.Ten *$295 for eight users*
James River Group Inc., 125 N. First St., Minneapolis, MN 55401; 612-339-2521

MLink *$195*
Corporate Microsystems, Inc., P.O. Box 2059, Lebanon, NH 03766; 603-448-5193

PacerLink *$1,200 for five users*
Pacer Software, Inc., 7911 Herschel Ave., Ste. 402, La Jolla, CA 92037; 619-454-0565

PCworks *$195-249* **TEworks** *$99-149*
TouchStone Software Corp., 2130 Main St., Ste. 250, Huntington Beach, CA 92648; 714-969-7746

Rapport *$249*
Tundra Software, Inc., 3455 Harvester Rd., #19, Burlington, Ontario L7N 3P2 Canada; 416-681-3322

Smarterm *$225-375, file server $895-1,495 for five users*
Persoft, 465 Science Dr., Madison, WI 53711; 608-273-6000

Term *$195,* **Tiny Term** *$295 for five users*
Century Software, 5284 S. 320 W., #C134, Salt Lake City, UT 84107; 801-943-8386

PC TCP/IP SOFTWARE

Ice.TCP *$195-4,995*
James River Group Inc., 125 N. First St., Minneapolis, MN 55401; 612-339-2521

PC-NFS *$395*
Sun Microsystems Inc., 2550 Garcia Ave., Mountain View, CA 94043; 415-336-3234

PC/TCP Plus *$400*
FTP Software Inc., 338 Main St., Wakefield, MA 01880; 617-246-0900

WIN/TCP for DOS *$395, NFS option $95*
Wollongong Group Inc., 1129 San Antonio Rd., Palo Alto, CA 94303; 415-962-7100

such as Sun's PC-NFS or FTP Software's PC/TCP.

If your PCs are already networked, you will have to choose between replacing the existing PC network or coexisting with it. Though TCP/IP and NFS are likely to be less expensive than a PC network like Novell NetWare, unless there's a very good reason to replace it, you'll probably want to leave it alone. After all, ripping out an existing PC LAN, even if it only means replacing software, is sure to disrupt users.

Fortunately, you can usually connect an existing Novell network to a UNIX network without disturbing the Novell users. The key is using a bridge–a dedicated machine that converts packets of data moving between the two networks into the correct protocol, then switches them to the correct network. Novell has also announced that a new version of NetWare introduced this spring will offer direct support for TCP/IP as an option.

Other Networks, Other Options

Though TCP/IP and NetWare cast the longest shadows on the UNIX and PC network landscape, there are a number of other PC networking systems including Banyan Vines, which uses a UNIX system as a server; Microsoft's OS/2 LAN Manager and AT&T's UNIX version, LM/X; and Atlantix's Coconet, designed for talking to multiple protocols, including TCP/IP and Novell's IPX.

If your PCs are already linked with one of these networks, the rule of thumb is the same as with a Novell network: unless there's a very good reason to disturb your users, the best bet is to use a bridge or router (or, in some cases, just additional software on the PC network server) to let the PC LAN coexist with a UNIX TCP/IP network. On the other hand, none of these systems is a market leader–and one relatively strong PC network operating system vendor, 3Com, recently bailed out of the market in the face of Novell's dominance. Consequently, these options might not be the most secure choices for a new network.

One alternative to Novell or TCP/IP that actually offers enough advantages to make it a reasonable choice under some circumstances is PC Interface from Locus Computing. PC Interface is a low-cost, low-maintenance approach to networking PCs with UNIX. Like other PC networks, it uses a network interface card in each PC and presents the user with a virtual disk drive for using files on the network. PC Interface is a sort of "PC Network Lite"–it uses relatively little of either PC memory or UNIX resources, and doesn't require the services of a network administrator. PC Interface is also less expensive than a real network operating system–a single-user connection begins at $450 and doesn't require a dedicated server. Novell NetWare's starting price of $900 for five users is comparable, but requires a dedicated server.

What's the catch? Although PC Interface doesn't require extensive resources, it also doesn't offer the facilities of a full-scale network, such as those for developing distributed applications. In many respects, though, PC Interface is a good intermediate choice for those who have found that serial connections aren't enough, but don't require a full-scale network operating system.

Keeping Those DOS Applications

Once you have put the connection between DOS and UNIX in place, how does it fit into the applications currently used by your DOS users? That's an important question because the reason for making this connection is to give additional power to your DOS users without a sacrifice in productivity.

Using a terminal-style serial connection (direct or through modems), DOS users can send e-mail and copy files, but can't use the UNIX connection within DOS applications. If there's a spreadsheet file on the UNIX system you want to use in DOS, you must copy it from the UNIX system to your own local disk before you can start up your spreadsheet application to use the file.

In contrast, with a network connection, the DOS applications can directly access files on the network. Thus, a spreadsheet file in the UNIX system can be modified with PC's application providing "RAM cram" doesn't get in the way. This option aligns with the way your PC users actually work.

What about using applications running on the UNIX system? Not surprisingly, this is easier to accomplish using a terminal connection, or on a network using TCP/IP, than a conventional PC LAN. In fact, PCs linked to a UNIX system can run both character-based applications and X Windows-based graphical user interfaces. PC users can even run UNIX X Windows applications from within DOS-based windowing systems such as Microsoft Windows or Quarterdeck's DesqView/X. But be forewarned–the slower the connection, the slower the program will appear to run on the screen. A PC connected with a 2,400-bps modem will barely keep up with most full-screen character-based UNIX applications.

Planning for the Future

The DOS/UNIX connections we've discussed so far are highly conventional,

Network Interface Card Suppliers for PCs

3Com Corp. 5400 Bayfront Plaza, Santa Clara, CA 95052; 408-764-5000
Accton Technology Corp. 46750 Fremont Blvd., #104, Fremont, CA 94538; 800-926-9288 or 415-226-9800
Anthem Electronics 1160 Ridder Park Dr., San Jose, CA 95131; 408-453-1200
Artisoft 575 E. River Rd., Tucson, AZ 85704; 602-293-6363
CMC 125 Cremona Dr., Santa Barbara, CA 93117; 800-262-8023
D-Link 5 Musick, Irvine, CA 92718; 714-455-1688
David Systems 701 E. Evelyn Ave., Sunnyvale, CA 94086; 408-720-6835
Federal Technology 207 S. Peyton St., Alexandria, VA 22314; 800-255-3967
Gateway Communications Inc. 2941 Alton Ave., Irvine, CA 92714; 714-553-1555
Kodiak Technology 1338 Ridder Park Dr., San Jose, CA 95131; 408-441-6900
Lantana Technology Inc. 4393 Viewridge Ave., Ste. A, San Diego, CA 92123; 619-565-6400
Novell 122 E. 1700 S., Provo, UT 84606; 801-429-7000
Racal InterLan 155 Swanson Rd., Boxborough, MA 01719; 508-263-9929
Standard Microsystems 35 Marcus Blvd., Hauppauge, NY 11788; 516-273-3100
Ungerman-Bass 3900 Freedom Circle, P.O. Box 58030, Santa Clara, CA 95052; 408-496-0111
United Networks Inc. 2178 Paragon Dr., San Jose, CA 95131; 800-825-5864
U.S. Sage Inc. 2005 Tree Fork Ln., Ste. 113, Longwood, FL 32750; 407-331-4400
Western Digital 8105 Irvine Center Dr., Irvine, CA 92718; 714-932-5000

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CIRCLE NO. 18 ON INQUIRY CARD

using well-known and popular protocols and techniques. But what about the future? Shouldn't you be looking ahead to buzzwords like OSI and distributed applications? If you are, chances are you'll need pretty good vision.

OSI is an acronym for Open Systems Interconnect, a standardized approach to computer networking. There's no real doubt in the minds of most networking experts that OSI will become a nearly universal standard for networking–someday. When that day will come is another question. International standards working groups have been struggling to define the complex seven-level OSI architecture for years, and it's likely to be years more before the final standards are in place and supported by products that actually work together. In fact, some observers joke that OSI will become the dominant networking standard "within 3 to 50 years."

In addition, OSI may never be a practical approach to networking DOS PCs because the OSI protocol stack is so large. Most estimates suggest that OSI will be prohibitively large in the relatively small available program memory in DOS. With "RAM cram" already a problem in existing DOS networks, OSI is far too much and too late if you're trying to network DOS and UNIX machines.

Distributed applications are a different matter. Facilities for building distributed applications that use both PCs and UNIX are currently available in networking systems such as Novell NetWare, Sun's NFS (which runs on TCP/IP), and even Locus' PC Interface. The technical possibilities are enticing–and, in fact, some corporate management information systems (MIS) departments have created complex distributed applications. "Distributed computing" is clearly a buzzword to be reckoned with, judging from proposed systems such as Sun's Open Network Computing system and the Open Software Foundation's Distributed Computing Environment.

At the moment, distributed applications are definitely on the bleeding edge of technology. In practice, the most common "distributed" applications are really just electronic mail. More complicated distributed applications exist, but are usually custom-built by MIS departments to meet specific needs. Solid tools for building distributed software are only now becoming widely available. In another two years, practical applications may become available, but both the applications and the tools to build them are most likely to be available on the most popular platforms–in particular, Novell and TCP/IP.

The Bottom Line

There's no simple, straight-line progression from low- to high-end DOS-UNIX connections. What's most expensive isn't the most powerful or flexible–or the best for you. The trade-offs are between installation cost, maintenance cost, flexibility, integration, speed, and impact on the way your DOS users work. Terminal-style connections will have the least impact on your DOS users and are relatively cheap and flexible. But they're also slow and offer little integration between DOS and UNIX. Networks lay a bigger hit on your DOS users, but offer more power with integrated remote file systems and higher speed. Networks also lay a bigger hit on your budget, both for initial price and the ongoing cost of maintenance.

Which broad approach you choose will depend on what you want to accomplish. How you handle the details–direct, serial, or modems? Novell or PC Interface?–should reflect both what you expect to need now and in the future. Almost any DOS-to-UNIX connection can be upgraded if you stick with standards such as serial connections and Ethernet networks. If you stray from the standard approaches you may find that the cost of improving your system includes throwing away everything you've already bought. If you stick with standards, you're not likely to be left behind. With minimal disruption to your DOS users, you can figure out exactly "what to do with all these PCs." ■

What About Windows on UNIX

You may think it's tough having two competing windowing systems under UNIX–OpenLook and Motif. But connecting DOS PCs and UNIX systems means choosing among three distinct kinds of "windows":

- Conventional character-based terminal emulators that allow you to run DOS and UNIX applications side-by-side on your PC include JSB Multiview Desktop and DESQview, running a terminal emulator or telecommunications package.
- PC-based X Windows terminal emulators, including XVision, X11/AT, HCL-Exceed, PC Xsight, PC XView, and DESQview/X.
- Microsoft Windows. Many terminal emulators will run under MS-Windows to let DOS and UNIX applications appear side-by-side. In addition, XVision and X11/AT will display X Windows under Microsoft Windows; and PC-Connect and TransActor allow multiple Microsoft Windows to access a UNIX host at once. —*F.H.*

Here's who to contact for more information:

DESQview *$129.95-219.90*
Quarterdeck Office Systems, 150 Pico Blvd., Santa Monica, CA 90405; 213-392-9851

HCL-Exceed *$495*
Hummingbird Communications Ltd., 2900 John St., Unit 4, Markham, Ontario L3R 5G3 Canada; 416-470-1203

JSB Multiview Desktop *$295*
JSB Computer Systems Ltd., Cheshire House, Castle St., Macclesfield, Cheshire SK11 6AF U.K.; +44-625-433618
U.S. distributor: The Santa Cruz Operation, 800-726-8649 or 800-461-6962 from Canada.

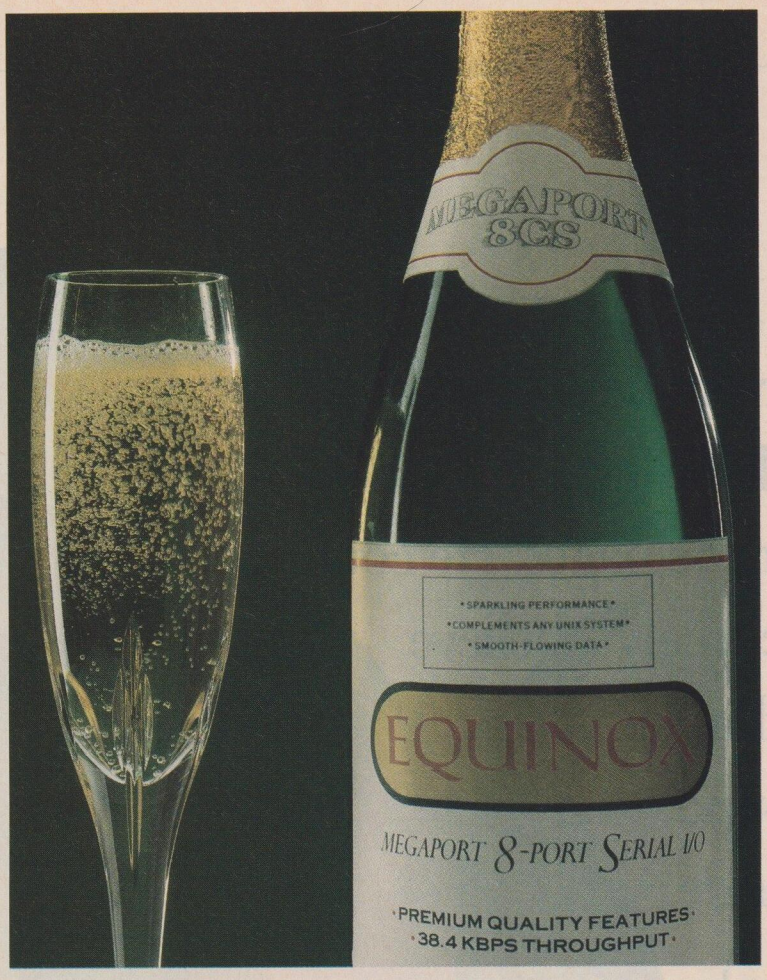
PC-Connect *$495* **XVision** *$449*
Visionware Ltd., 57 Cardigan Ln., Leeds, West Yorkshire LS4 2LE U.K.; +44-532-788858
U.S. Distributor: UniPress, 201-985-8000

PC Xsight *$425-495*
Locus Computing Corp., 9800 La Cienega Blvd., Inglewood, CA 90301; 213-670-6500

PC XView *$395*
Graphic Software Systems, 9590 S.W. Gemini Dr., Beaverton, OR 97005; 503-641-2200

TransActor *$495*
Systems Interface Inc., 223 Colonnade Rd., Nepean, Ontario K2E 7K3 Canada; 613-727-5001

X11/AT *$495*
Integrated Inference Machines, 1468 E. Katella Ave., Anaheim, CA 92805; 714-978-6776



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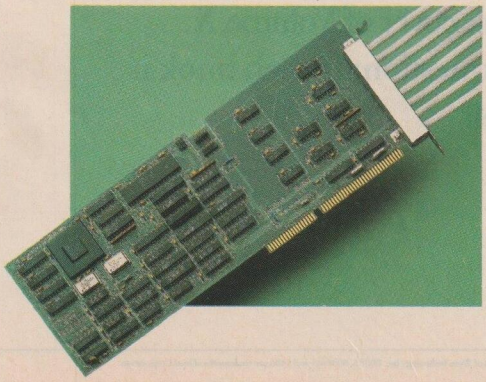

Unlike any competitive product, MEGAPORT 8CS provides throughput that *never* degrades as system load increases. The 8CS uses the same EQUINOX 16 MHz RISC-type processor found in other MEGAPORT models. And because the processor performs serial I/O in hardware, MEGAPORT 8CS delivers continuous data on all ports at 38.4 kbps full-duplex — while using less than 0.5% of the host CPU per port. This gives you a faster-running system with snappy screen refreshes.

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CIRCLE NO. 210 ON INQUIRY CARD

Sir Lawrence pulled Volume IV from the shelf, blew off a cloak of dust and opened th brittle pages. He could scarcely believe what he found inside.

True, he hadn't consulted these particular journals in years and, admittedly, he had acquired the ten-volume set in his youth from an odd little book store on the Thames, but still! Holes!? A bookworm had eaten clean through the pages. Indeed, to Sir Lawrence's considerable chagrin, he found the ravenous little bugger had chewed, in a straight line, from the front cover of Volume I to the back cover of Volume X.

All of which brings us to our seemingly simple question: If each book is exactly two inches thick, how far did the bookworm travel?

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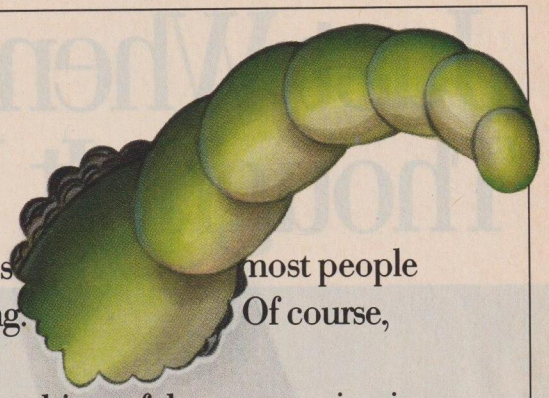
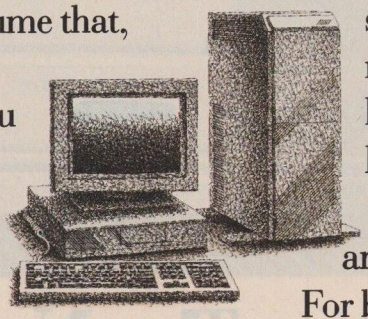


In tussling with this type of cerebral aerobics most people make a simple but serious error: They *assume* something. Of course, this happens without realizing it. But still, it happens.

As you'll see in a moment, the way to avoid making a false assumption is to work things out methodically. Carefully thinking through each step.

For instance, consider this question. A company makes one of the broadest lines of computer terminals in the world. They have for years. In fact, they've delivered over three million of them.

If you needed terminals you'd probably think of them. But what if you needed PCs? Would you assume that, since this company is so dominant in terminals, they must not do a real number in PCs?



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Of course we realize there's a good chance some of you may have read this far because you're more interested in the answer to our puzzle than in our products. You've *assumed* we'd bury the answer down here somewhere. Well, you're wrong again. At least partially. So go look on page 74.

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WYSE

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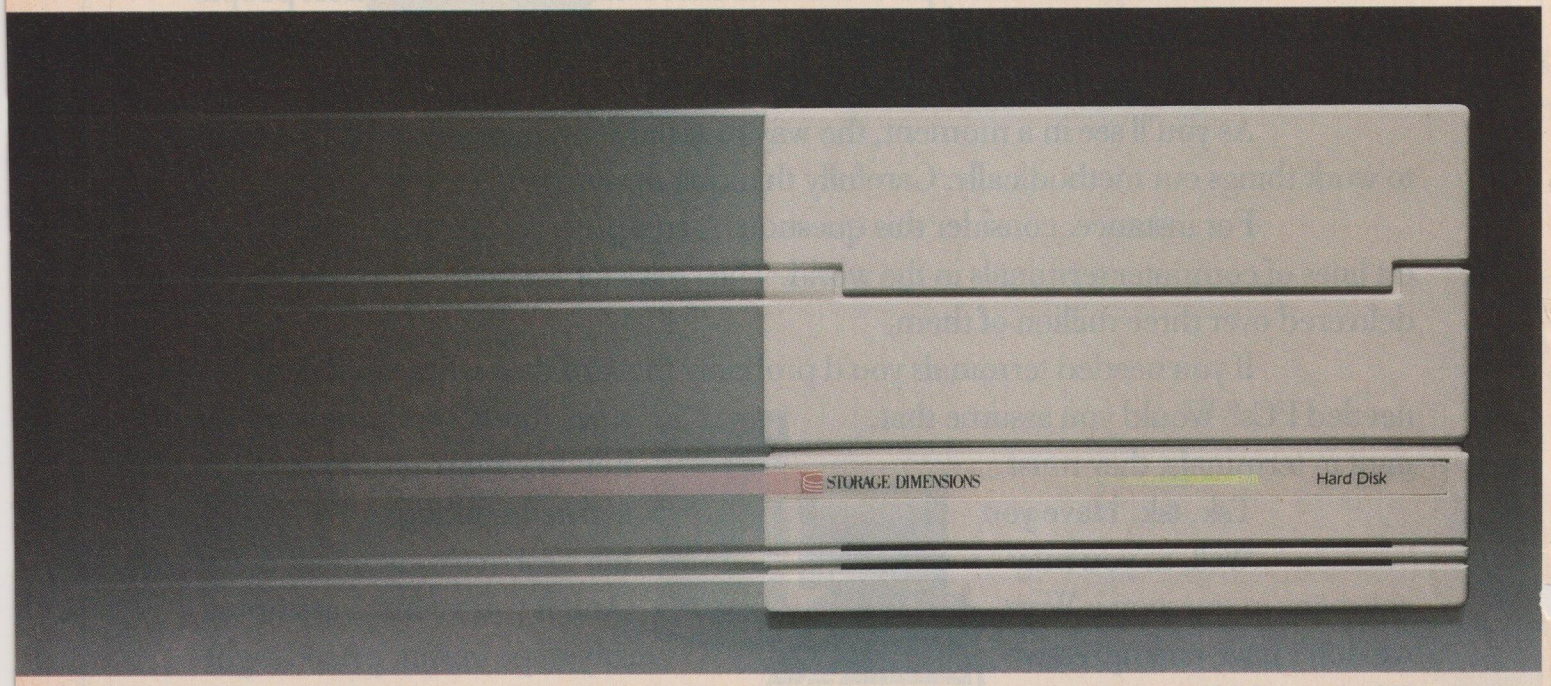
Just When The Competition Thought It Was Catching Up.



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CIRCLE NO. 252 ON INQUIRY CARD

Big Red

PC LAN leader

Novell's strategy

is to run on all

machines. Now it's

making the climb

to UNIX

By Howard Baldwin

When it comes to PC-based local-area networks, TCP/IP is a piker compared to Novell. The chances are now greater than 50-50 that any company with a PC LAN is using Novell's network operating software. By Forrester Research's estimates, 53 percent of all shipments of PC LAN protocols in 1991 will be Novell's IPX protocol, with the number of shipments increasing through 1994. Other estimates give Novell an even higher percentage of the marketplace. If IBM is Big Blue, then Novell is Big Red.

TINA LEE-HILL

In second place, according to Forrester, are shipments of the Netbeui protocol used by IBM and Microsoft, at about 12 percent. The favorite protocol of UNIX, TCP/IP, trails both with only 10 percent saturation. It's our favorite because it is an open protocol sold by many vendors.

But what do we know? We can talk about the joy of TCP/IP all we want while Novell's shipments grow. "A lot of people thought [Microsoft's] LAN Manager would eat into their marketplace, but [that hasn't] happened," says networking consultant Steve Spanier. Revenues rolling into Novell's Provo, Utah headquarters reflect this growth. Sales rose 18 percent between 1989 and 1990 to just under $500 million.

If Big Red is finding gold in PC LANs, why is it now interested in UNIX? Based upon analyst estimates and information in Novell's annual reports, UNIX revenue was between 10 to 15 percent of Novell's total revenue. That's around $49 to $73 million last year–mostly from its acquisition of Excelan–one of the largest total software revenues in UNIX.

Now Novell has embarked on a multifaceted program involving new products and licensing agreements to simplify integrating its LANs into larger systems, especially those running UNIX. So far, its biggest customers have not been the giants of UNIX hardware–Sun Microsystems, Hewlett-Packard, and Digital Equipment Corp.–but smaller players like Prime, Wang, Data General, and Altos.

Additionally, while consultant Spanier might discount Microsoft's products, its competition might be a major motivating factor for Novell. Because of Microsoft's clout, the LAN Manager network operating system and LAN Manager for UNIX (LM/X) still have the potential to cast a giant shadow over the desktop. It was in part to combat Microsoft that Novell considered merging with Lotus last year.

continued

Noorda's Neutrality

Novell president, chairman, and CEO Ray Noorda stakes out a purely benign stance. Noorda, who coincidentally enjoys mountain climbing, says the company has adopted the "Switzerland approach." The key is neutrality. Outside of its UNIX strategy, Novell has relationships with almost every major systems vendor in the computer industry.

It has even collaborated with former competitor 3Com. Before 3Com conceded defeat and bowed out of the network operating system market earlier this year, it had worked with Microsoft in developing LAN Manager. "We have a hard time with the term [competition]," says Noorda. "We consider them all to be compatriots."

Noorda insists the company is driven by two things: customer demands and standards. He believes that while networking is complex, it's still in its early stages between a changeover from mainframes and minicomputers to desktop devices. "There will be lots of [networking] choices that people will make," says Noorda. "Whether it's Microsoft products, or UNIX-based products, we will do what we have to do to make them work together with NetWare."

One of the mainstays of Novell's UNIX strategy is Portable NetWare, originally called NetWare for UNIX. A version of NetWare written in C, Portable NetWare is currently ported to run on hardware, primarily minicomputers, from 13 different manufacturers. Why the name change? Because Portable NetWare can also run on top of any operating system and lets users on Novell LANs access proprietary minicomputers as well as UNIX minis. HP, for instance, is handling the Portable NetWare implementation for its proprietary HP 3000 minicomputers, while Innovus, a Canadian software developer, has been contracted to port the Portable NetWare version to its UNIX-based HP 9000 minicomputers.

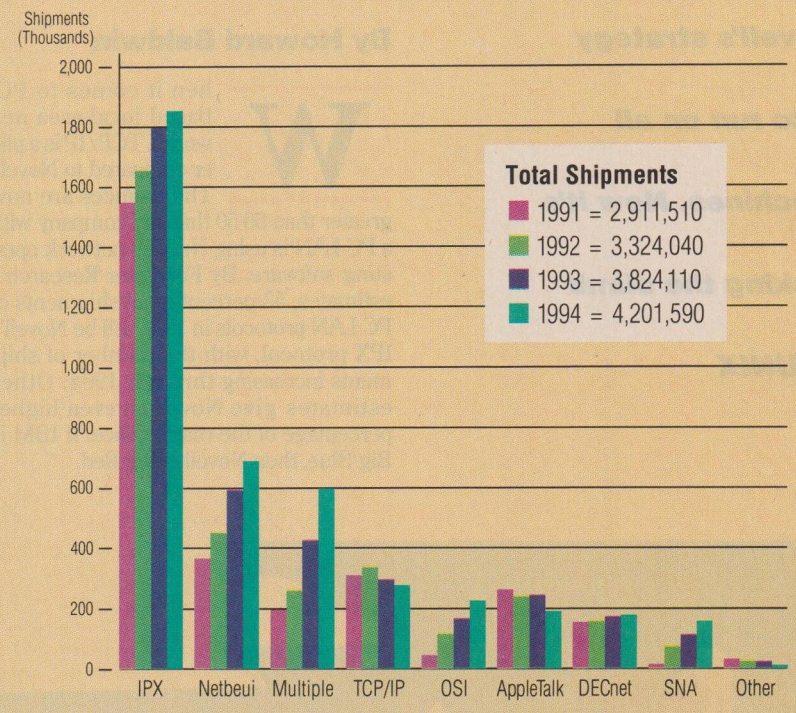
Whoever's machines they are, they act as NetWare servers, allowing users with PCs in NetWare LANs to access information in both DOS-based NetWare files and UNIX-based files.

While Novell may have conquered the PC LAN industry, it has not yet lured the shining lights of the UNIX industry. So far the list of the Portable NetWare licensees does not show Sun, Silicon Graphics, DEC, Wyse, Compaq, or AT&T. The first to ship versions of Portable NetWare, rather, are struggling minicomputer vendors like Altos, Data General, NCR, Prime, Unisys, and Wang. Had these struggling minicomputer vendors been quicker to recognize the PC-LAN invasion for the revolution it was, they might not be struggling now.

Big Red Beats Big Blue

According to Forrester Research's estimates, Novell's IPX protocol currently runs in over half of all LANs shipped and is projected to dominate the market through 1994. The second most popular protocol is estimated to be the Netbeui protocol used by Microsoft and IBM. TCP/IP is expected to follow Netbeui until 1993 when LANs running multiple protocols are projected to surpass it.

Projected U.S. LAN Node Shipments 1991 – 1994



SOURCE: Forrester Research, Inc.

Nevertheless, consultant Spanier calls Portable NetWare a "good match" for both Novell and the licensees. The minicomputer vendors saw their markets eroding as LANs proliferated. "At the same time, Novell recognized the benefits of a multiplatform approach." The big advantage for Big Red, according to Spanier: "They don't have to spend the engineering effort, hiring people from all over the world who know these machines well."

Not all Portable NetWare licensees are minicomputer vendors. Interactive Systems' port of Portable NetWare, for instance, lets users access PCs running Interactive's UNIX. If you ask, "Why not SCO UNIX?"–keep in mind that 20 percent of The Santa Cruz Operation is owned by rival Microsoft.

When asked why more of the top-tier vendors aren't represented in Novell's clientele, Noorda shrugs. "It's harder to get the bigger guys to participate early on. It's harder to move their inertia." Nevertheless, Noorda feels the progress of the Portable NetWare program is "positive" and that it's too early for the industry to dismiss it as a failure simply because of the smaller financial balance sheets of its earliest adherents.

How much do these vendors pay Novell to license Portable NetWare? Novell won't reveal the cost of either a Portable NetWare license or the royalty fees, other than to say it's in the neighborhood of six figures. Terrie Murphy, a senior research analyst for Smith Barney, estimates that Portable NetWare revenues

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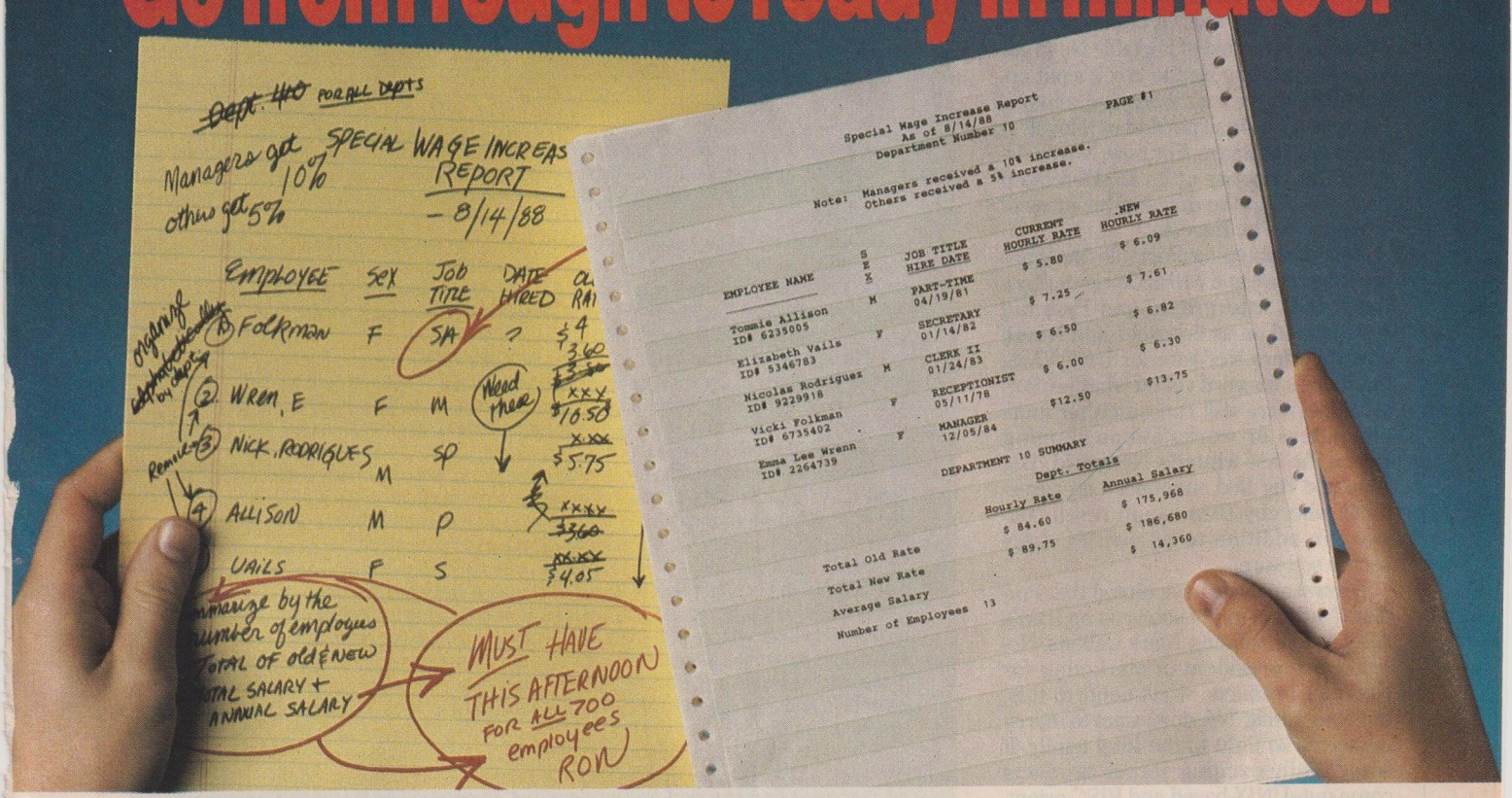

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didn't amount to more than several hundred thousand dollars in the last quarter of 1990, adding that "it could increase over time. The cost of Portable NetWare varies depending on the box it's put on, but Wall Street isn't worrying about it because it's a small portion of [Novell's] revenues," she says. For now, Novell derives the majority of its UNIX-related revenues from the ongoing business of what used to be Excelan.

Vendors shipping Portable NetWare are Interactive and MIPS Computer Systems. ICL, Intergraph, and Pyramid have signed on as licensees and Novell already offers NetWare for DEC VMS, but there's no word yet on whether Portable NetWare will run on either minicomputers or workstations running Ultrix. At last winter's Networld, Big Blue and Big Red announced an agreement whereby IBM would resell NetWare in addition to its own PC LAN server software.

Several analysts have hinted that Portable NetWare might soon run on IBM's AIX-based machines. Mark Calkins, Novell's vice president of marketing for NetWare products, won't confirm this, but does admit, "We don't want to marry ourselves so tight to the Intel family. If some really exciting server products come out–UNIX-based and RISC-oriented–that blow the socks off [the user], we want to make sure NetWare's on it. We hope, over time, to be on every RISC machine, both single- and multiprocessing." Eventually, he adds, the Portable part of the moniker will be deleted.

The NFS Alternative

There is one other Novell-to-UNIX alternative. In version 3.11 of NetWare that started shipping this past spring, Novell incorporated TCP/IP capabilities. Because Sun's Network File System (NFS) runs on top of TCP/IP, Novell has also announced a product called NetWare for NFS. The latter is what Novell calls a NetWare Loadable Module (NLM)–software that runs with, or on top of, NetWare. Any NetWare-compatible software, such as messaging applications, comes in an NLM. The NLM lets UNIX users on a network running NFS access and print files from servers running NetWare 3.11 through traditional UNIX commands.

Why both? "They're really two different ways to solve a problem," explains Calkins. "We have many customers who are familiar with TCP/IP, and they'll continue to use that. Portable NetWare takes a slightly different approach. Its goal is to go one step beyond a terminal-type connection or simple file transfer to a complete integration." In short, with Portable NetWare, users see the NetWare interface they know; with NetWare for NFS, UNIX users see the UNIX command line interface they know.

Can Novell Remain Humble?

The question remains as to why Novell has to worry about Microsoft. LAN Manager never corralled the market-share Microsoft intended it to, perhaps because it was based on IBM's OS/2 operating system. Some analysts feel Novell's momentum is unstoppable. Janet Hyland of Forrester Research predicts that in 1994, Novell's NetWare will still be the operating system of choice for almost half of all LAN shipments.

Hyland also projected shipments for what Forrester calls LINs, or LAN internetworks, which it defines as LANs interconnected with wide-area networks. According to her report, between 1990 and 1994, Novell's shipments in this arena will almost double. Hyland further thinks that as LANs replace minicomputers and mainframes in large accounts, Novell has too much momentum to be surpassed by Microsoft or IBM. "Forrester is also skeptical that UNIX servers will become popular for PC LANs," Hyland's report adds. "We doubt that users want to introduce a new operating system to workgroups when NetWare is working well."

Given the projections for Novell's success, will the company become arrogant? Noorda invokes the legend of the software developer who ceded IBM's business to Microsoft because he brushed off an appointment with Big Blue executives. "We always recognize the potential fatality of getting arrogant," says Noorda. "The time for arrogance doesn't exist anymore. There are too many strong-willed people who can do something better and emerge as a real winner. We understand the fundamental that what can go up, can go down."

continued

Portable NetWare vs. LAN Manager for UNIX

Several ways to link PC LANs to UNIX systems exist, including software from Wollongong and FTP Software. The options from Microsoft and Novell both use the concept of client-server computing in which the desktop is the client and the host is the server.

Novell has taken its NetWare network operating system and made it portable, licensing it to other vendors. Microsoft has tackled the challenge differently: while it also licenses its network operating system, LAN Manager, it lets its licensees rewrite it for UNIX as LM/X. Licensees include Hewlett-Packard, AT&T, Data General, and The Santa Cruz Operation.

Both operating systems run as native UNIX with DOS clients, according to Steve Basile, manager of engineering services with systems integrator ERI. The difference, he notes, is that "Portable NetWare is NetWare compiled to run on a particular platform. LM/X is a rewrite, not a port." This is why the individual vendors' versions of LM/X won't interoperate.

Versions of Portable NetWare, on the other hand, will interoperate. Novell insists upon it. A Portable NetWare licensee gets source code and development tools. A set of application programming interfaces has also recently become available. Mark Calkins, Novell's vice-president of marketing for NetWare products, says, "We have a certification test suite that's a comprehensive set of programs. It exercises all of the functions and features of Portable NetWare."

Once the port is completed, a process of optimization begins. "Most of the optimization needs to happen at the LAN driver and IPX protocol stack. We have one set of tests that checks out IPX and makes sure you can talk to it." Calkins cautions that a lot of vendors add other features to NetWare in terms of communication with gateways and X.400 services. "We don't certify any of that. We focus on NetWare services," he says.

There are companies–DG and HP among them–that support both Portable NetWare and LM/X. Gregory Eckstein, communications product manager for DG, says his company concentrated on NetWare first because of its larger installed base, and that was where the bulk of the requests had come from.

Between the two, says networking consultant Steve Spanier, "technically there are myriad plusses and minuses." But there's one big plus for Novell, he says: "Portable NetWare is NetWare. It's already popular. LAN Manager is not out there. If you're going to come out with something new, or a new version of the same kind of technology, then it's got to have definite price advances, definite feature advantages, or both." LAN Manager never provided such differentiation from NetWare. —*H.B.*

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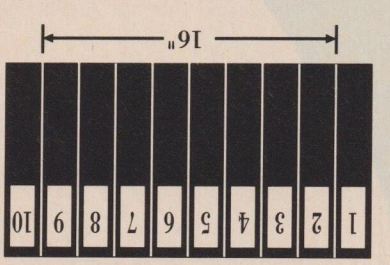

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Acquiring Minds Want to Know

Novell CEO Ray Noorda's Switzerland approach may make him sound like Heidi, but over the last eight years he has transformed Novell from a struggling network hardware vendor to one of the most successful software development companies in the world–ranking only behind heavyweights Microsoft, Lotus, and Oracle.

Noorda's Switzerland approach to the computer industry hasn't stopped Novell from marching down the acquisition trail. Since 1988, in arenas where Novell's expertise has faced a "particular shortfall," as Noorda says, the company has been assiduously acquiring what it needed. Noorda does not rule out the possibility of more acquisitions, especially in the UNIX market.

For IBM connectivity, it acquired CXI. For electronic messaging, it was Indisy Software. For database management, it acquired SoftCraft and purchased a minority interest in Gupta Technologies, a developer of SQL database technologies. Most importantly for the UNIX market, for its TCP/IP and OSI expertise, Novell acquired Excelan. Excelan itself had just acquired Kinetics, a Macintosh connectivity firm, so Novell got it in the bargain.

Unlike many techno-mergers, each has added specific expertise to Novell's interoperability game plan. Most of the companies were transformed into research centers instead of being dissolved. According to several sources outside Novell, employee attrition, the bane of most mergers, has been remarkably low. In fact, two years after the Excelan merger, Excelan's president and at least four other high-level executives hold commensurate positions within Novell.

As for Novell's UNIX strategy, much of it can be traced to that acquisition. "Our objective [in buying Excelan] was to increase the span of expertise," says Noorda. Until then, Novell was focused on the DOS-based environment. Impressed by Sun's success with UNIX on the desktop, he adds, "we felt we needed to be involved." Excelan had people who had been good at Open Systems Interconnect, TCP/IP, and working in the UNIX environment. "Those were important to our portfolio, to allow us to expand our capabilities."

But Excelan was ostensibly a hardware manufacturer. While there was initially a flurry of questions in the marketplace whether Novell, which had started out as a hardware company, was branching back into it again, any confusion was quickly allayed when the spinoffs began. While it retained the rights to Excelan's network monitoring device, now called the LANtern, Novell spun off the Ethernet board business to board manufacturer Anthem, and the Kinetics' Macintosh connectivity products, including the Fastpath gateway, to Shiva.

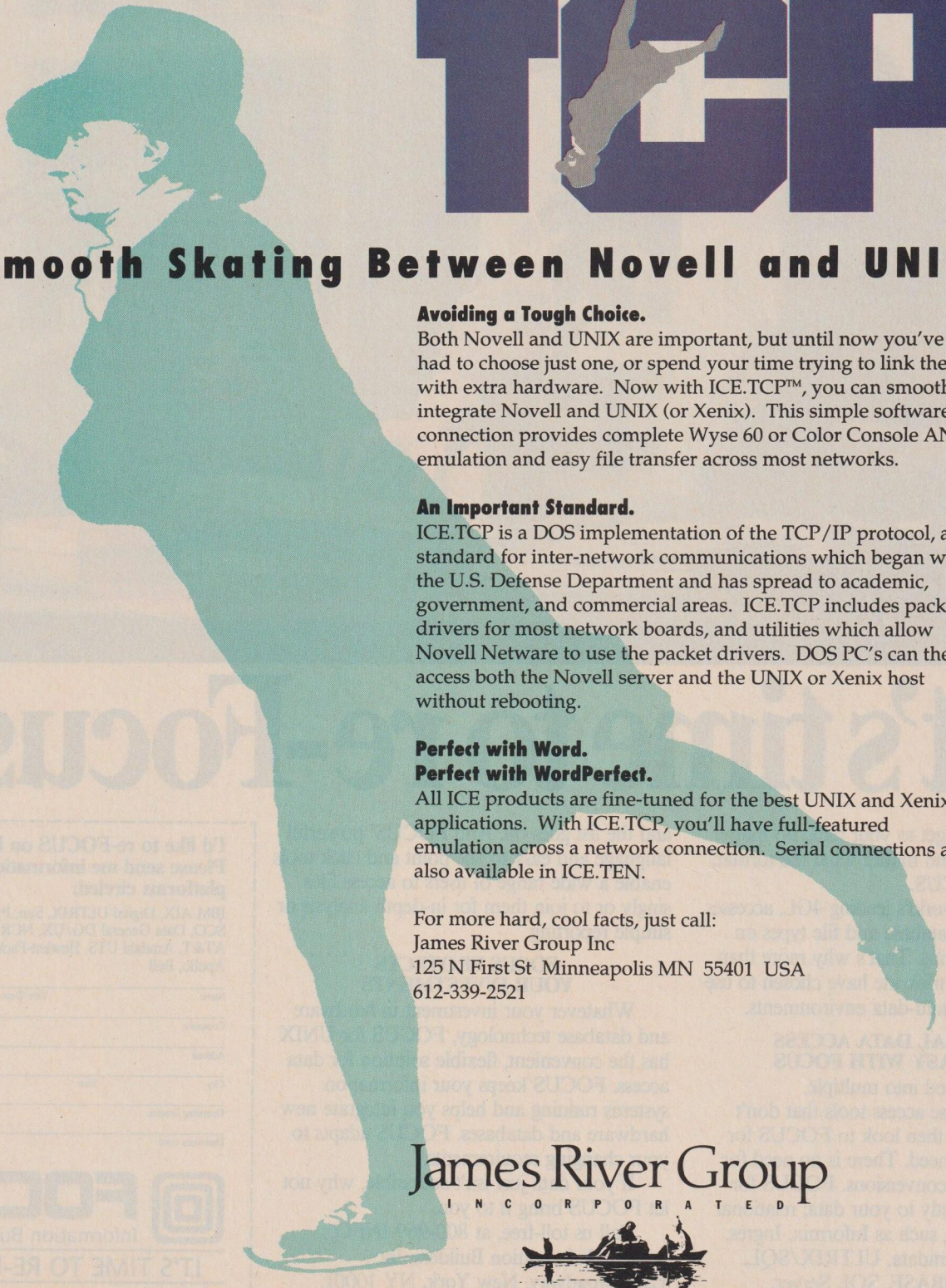
Shiva president Dan Schwinn believes Novell is concentrating on software because "margins have to keep going up somehow." But, he adds, Novell "would start a new hardware product line today" if it really wanted to. More likely, says Schwinn, it would seek a strategic partner.

Networking consultant Steve Spanier says that Novell sticks to software as part of its neutrality approach. "Novell says, this is our network operating system, this is our added value. As far as the other stuff, we really don't care. We don't care about the physical network media, the I/O devices involved, or the platform. We don't care about anything else but NetWare." —*H.B.*

"The key is to keep investing in the growth of the market and help other people to participate," he adds. While this sounds inherently generous, the key to Novell's strategy may simply lie in Noorda's hobby. Mountain climbing, especially in Switzerland, requires teamwork, and just as in networking, each climber is linked to every other. Thinking you're in that situation by yourself is potentially fatal–for everyone involved.

Dennis Peck, president of Interactive Systems, says, "Novell recognizes that what's going to keep them successful is understanding what their clients' need, delivering it, and not being a difficult company to deal with." Novell knows the contest is ongoing, adds Peck, and that Microsoft is waiting to take advantage of any misstep.

While Novell may have the PC LAN business sewn up, the rest of the world is undeniably moving toward interconnecting TCP/IP and UNIX. Novell doesn't intend to rest on its laurels. With Portable NetWare, it intends to a major player in the larger UNIX marketplace. IBM, DEC, and Sun still don't run NetWare on their UNIX platforms and without their commitment, Novell's long-term success in the UNIX marketplace has a steep climb ahead. ■



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CAN DEC TAKE THE RISK OUT OF RISC?

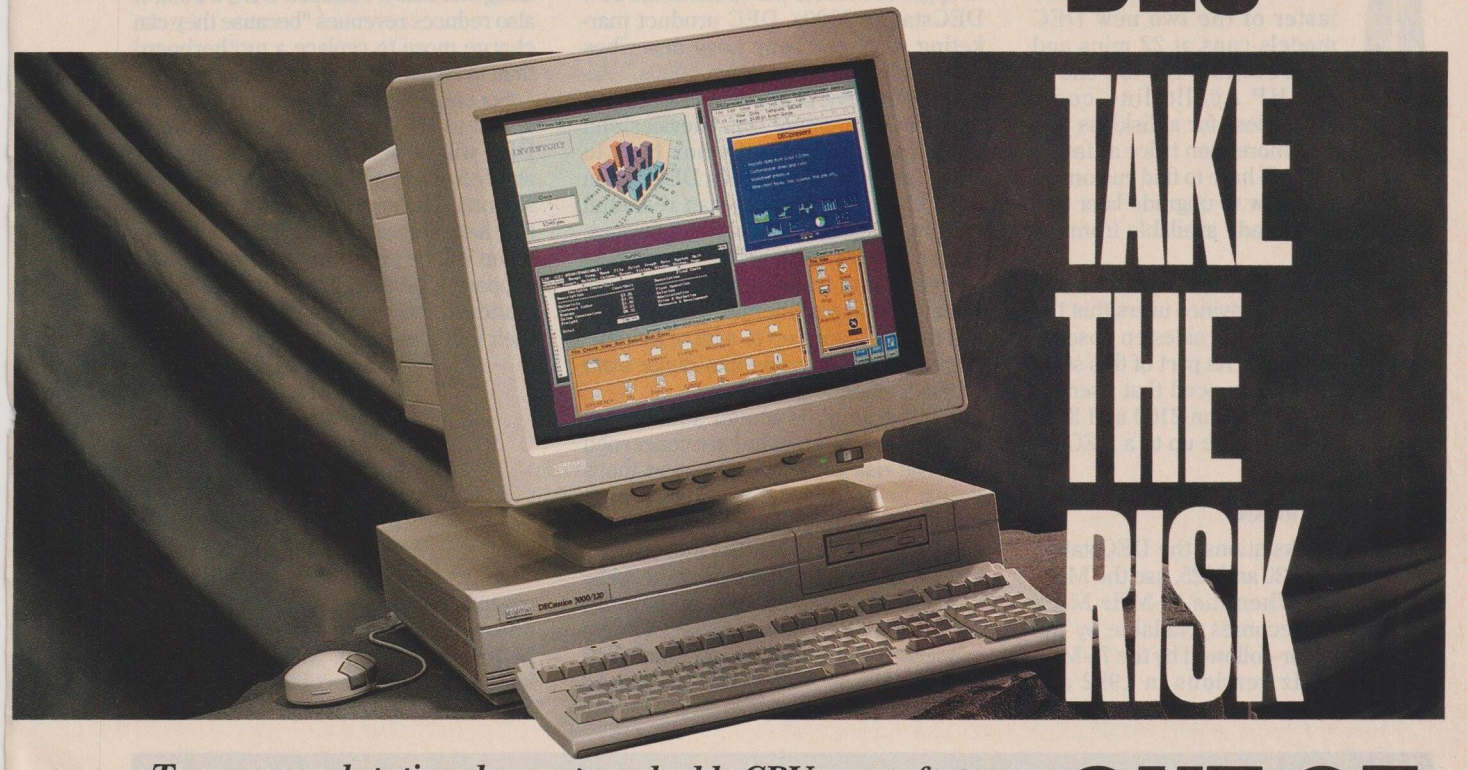

Photo courtesy DIGITAL EQUIPMENT CORP.

Two new workstations have upgradeable CPUs, so as faster RISC chips evolve, users can snap them in

Digital Equipment Corp. will ship two new workstations this June that are designed to let users increase their machine's performance by simply replacing a 3-by-5-inch daughterboard. As faster RISC chips become available, users can unplug their current daughterboard and substitute one with the newer, faster implementation of the CPU. The goal is to get the power of a new machine without having to buy a whole new workstation.

Board swapping is not a new idea. Today, PC users can substitute motherboards holding Intel's 386 chips with those holding 486 chips. Minicomputer vendors have offered board swaps for years. But DEC is the first workstation vendor to make a concerted effort toward selling replaceable boards rather than replaceable boxes. This

BY HOWARD BALDWIN

strategy seeks to allay the fears of people who don't want to see their expensive purchases become technologically obsolete before the one-year warranty is up.

DEC's CPU-swapping strategy brings up a lot of questions, however. Workstation performance is comprised of more than the speed of the CPU. I/O and memory cannot remain static when the CPU is upgraded.

An even bigger challenge is the blindside hit delivered by Hewlett-Packard Apollo's new Series 700 workstation. The faster of the two new DEC models runs at 22 mips and costs $12,995. The low-end of the HP Apollo line costs $1,000 less for a diskless version and runs more than twice as fast at 57 mips. DEC will have to find customers willing to pay now to upgrade later to a speed that's already available from another vendor.

Because it's been finessed on speed, DEC's goal is to convince users that the ability to upgrade and sidestep obsolescence is important. As part of this strategy, DEC has announced that users of its low-end DECstation 2100 and 3100 workstations can trade up to a DECstation 5000.

The RISC Parade

The new workstations, the DECstation 5000 Models 120 and 125, use the MIPS R3000 chip. When the 50-MHz MIPS R4000 chip becomes available by the end of this year–followed by the 75-MHz and 100-MHz versions in 1992 and 1993–customers will use them to increase processing power for less than it would cost to buy a new workstation, according to DEC. Officials would not reveal the anticipated cost of an upgraded daughterboard, other than to say that it would be less than $5,000.

That's only part of DEC's upgrade strategy. It is discontinuing the 2100 line and will re-price the 3100 at $4,995. DEC says it has already sold 60,000 to 70,000 RISC workstations.

Users of those machines can buy a kit to upgrade them to the speed of the new DECstation 5000s. DEC product marketing manager Tony Levy describes the kits as "stripped-down 5000s." According to Levy, customers can remove the memory, monitor, input devices, and disk drives, and give the box back to DEC. In return, they'll get a DECstation 5000 box in which they can re-install their input, output, and storage devices. "The customer's initial investment is in software, and their next [biggest] investment is in peripherals," claims Levy. "All this stuff adds up to a lot of money." Prices for the upgrade kits range from $3,995 to $5,995.

This strategy is aimed squarely at "middle managers [who] are concerned with the risk of buying a system that's going to be obsolete in six to nine months," asserts Levy. Their budgets don't allow them to buy the most powerful systems, regardless of price, he adds.

Are corporate middle managers, DEC's admitted target group, always concerned with speed, or just efficiency? Andrew Allison thinks DEC has tapped a nerve in the user community. "When processors significantly increase in performance every six months, customers get leery," says Allison, editor of the *RISC Management* newsletter. "DEC has decided that the speed of RISC development is so great, they need the added flexibility."

Nevertheless, if DEC is hoping to introduce RISC machines to desktops that haven't had one before, its upgrade strategy faces an uphill battle on three fronts. First, notes Allison, while producing a daughterboard reduces DEC's cost, it also reduces revenues "because they can charge more to replace a motherboard than to replace a daughterboard."

Second, it's already lost the battle for speed to HP. Finally, before too long, DEC will be assaulted on the upgradeability front by SPARC-compatible workstations. The semiconductor companies that have licensed the SPARC implementation will be producing daughterboards supporting SPARC International's MBus standard, so their users can upgrade their CPUs as well.

Meanwhile, MIPS chips are available from several semiconductor houses, just as Sun's are. The difference is that, for the most part, the SPARC chip manufacturers are doing their own implementations, while the MIPS chip manufacturers are simply acting as second-sources, using the "recipe" that MIPS sends them. MIPS plans to release faster versions of the chips once a

Running Against the Sun...and More

With its new systems, DEC is trying to position itself against the current market leader, Sun Microsystems. DEC is comparing the Model 120 with the SPARCstation IPC, and the Model 125 with the SPARCstation 2. The pricing is competitive and the DEC models offer more storage, but fall between the Sun machines in terms of performance. When compared to similarly priced machines from IBM and Hewlett-Packard, the Model 125 is somewhat slower than the IBM RS/6000 Model 320 and significantly slower than the diskless HP Apollo Model 720.

	SPARCstation IPC	DECstation Model 120	DECstation 5000 Model 125	SPARCstation 2	IBM RS/6000 Model 320	HP Apollo Model 720
Price (monochrome)	$7,995	$7,995	$12,995	$14,995	$12,995	$12,990
mips	15.8	18	22	28.5	27.5	57
SPECmarks	10	12*	15*	21	22.3	55.5
RAM (megabytes)	8	8	16	16	8	16
Internal Storage (megabytes)	207	329**	418**	207	120	diskless

*DEC anticipates that with new compilers, these SPECmarks will increase to 14 and 17, respectively.
**An installed CD-ROM reader is available in place of a floppy disk.

year. Users of SPARC-compatibles, meanwhile, may be able to pick and choose boards from at least four semiconductor vendors. If history repeats itself, these vendors will leapfrog each other every few months. Even worse for DEC, Sun estimates that the cost of an MBus daughterboard will be between $2,000 and $3,000.

Beyond mips

As mentioned, there is more to a workstation than its mips rating. T. Michael Nevens, a principal with management consultant firm McKinsey & Co., says that an upgradeable daughterboard is a good idea, "assuming there are no tradeoffs elsewhere on the system." But tradeoffs would occur in memory and I/O. Depending on your application, and the ultimate speed of the processor, you'd want to add more RAM and have as fast a bus as possible. The result is a balanced system, something DEC keeps insisting is crucial.

According to product marketing manager Levy, the new machines address this problem solely with "excess capacity" in two features: the ability to upgrade the RAM and the speed of the DECstation's bus, the TurboChannel. According to Levy, RAM can be increased up to 128 megabytes using four-megabit single in-line memory modules (SIMMs), or up to 32 megabytes using one-megabit SIMMs. This strategy isn't significantly different from workstations on the market today: you can upgrade the low-end IBM RS/6000 with up to 32 megabytes of RAM, and you can upgrade up to 96 megabytes of RAM in a SPARCstation 2.

As for the TurboChannel I/O bus architecture, DEC clocks it at a 43-megabyte-per-second (Mbps) sustained transfer rate. This compares to the sustained rate of 40 Mbps for the VMEbus, and 36 Mbps for the SBus. The DECstation 5000 line has three expansion slots, as does the SPARCstation. A faster transfer rate is fine in theory, but in practice DEC is still running to catch up. While DEC, like Sun, offers the specifications of the bus architecture at no charge, only 20 of 135 manufacturers in the TurboChannel program have shipped products utilizing it. By comparison, Sun lists 186 SBus boards currently shipping from 89 different vendors.

Lowering the Hurdle

Can DEC take the risk out of RISC? It's possible, if it can attract users that aren't already devotees of speed.

McKinsey's Nevens says he sees customers regularly struggling with the issue of when they can afford to roll over their installed base to get better performance. He thinks the idea of an upgradeable daughterboard will be well received "if this lowers the hurdle, so that instead of spending $20,000 for a whole box, [they're spending] a significant fraction of that cost to keep their users supplied with better performance."

What will undoubtedly bedevil DEC, though, is the possibility that users looking for speed will be lured by the new HP Apollo machines, while users looking for the most options in upgradeability will be lured by the SPARC-compatibles. ■

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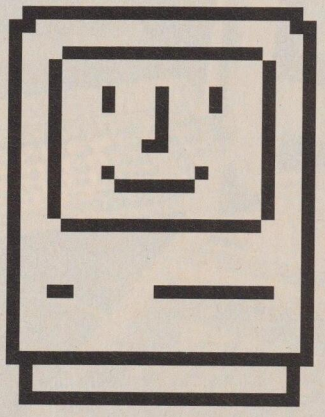

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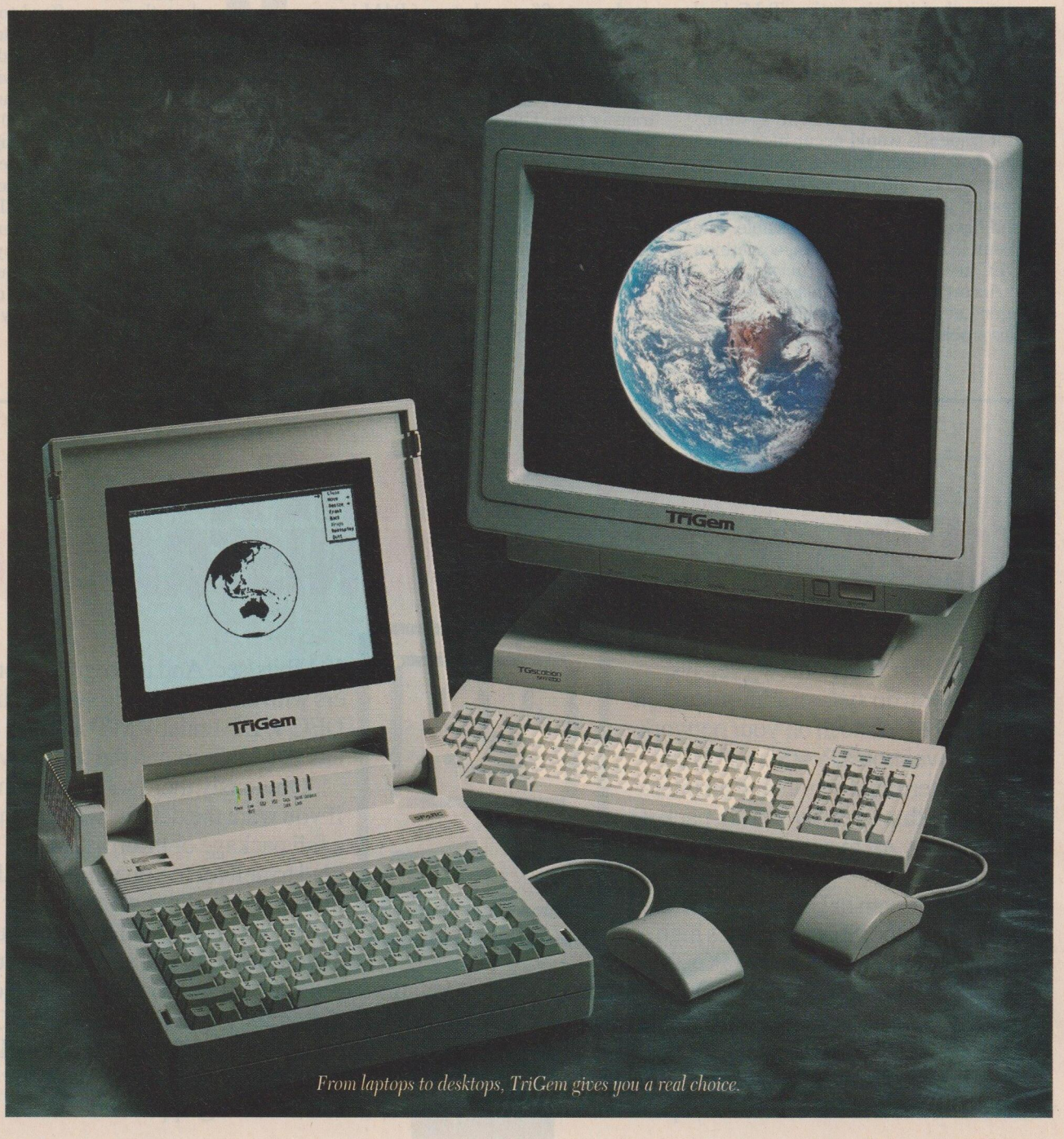

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INTERVIEW:

Walter De Backer

Director of Informatics, European Commission

One of the Most Influential Users in the Industry Talks About His Role in Open Systems

Edited by Gary Andrew Poole

As the most influential open systems user in Europe, a lot of people–vendors and users–want Walter De Backer's predictions, views, and plans. De Backer is the director of informatics for the European Commission, the administrative body of the European Economic Community, which means any company or government that is part of the EC can be influenced by his recommendations.

In 1980, the European Commission decided to follow a vendor-independent architecture based on standards. Today, UNIX and MS-DOS now account for 87 percent of the operating systems used on equipment in Europe's departmental systems. In 1989, the EC incorporated specifications for the mainframes of the computing center in the migration process to open systems.

Today, De Backer's organization continues to implement open systems and is one of the largest buyers of open systems in Europe. At the EC, he is responsible for the information systems supporting the EC's policies, an estimated $80 million annual budget, and more than 500 employees who report to him.

De Backer started his career in 1962 as a researcher in applied mathematics and computing. In 1966 he started at International Telephone and Telegraph where his responsibilities were similar to that of his current position with the EC. In 1981 he was recruited to become the EC's director of informatics.

De Backer also lectures at the University of Ghent where he is a professor in information systems management.

We were interested in De Backer's thoughts about today's open systems movement in Europe, the user movement, and his philosophical ideas about open systems. *UNIXWORLD*'s Executive Editor Dianne Jacob and Features Writer Gary Andrew Poole conducted the interview.

continued

JOSH GOSHFIELD

UNIXWORLD: Do you think the European Community is in a leadership position in the open systems movement?

De Backer: Without false modesty, I think so.

UW: The European Community will strip away all intercountry barriers in 1992. This is right around the corner. Do you think that the open systems movement is progressing well, and how does your organization play into 1992?

WD: The challenge is to accelerate the development of new and redesigned information systems to provide support for the construction of the European Community within a rapidly changing political environment.

UW: If the removal of trade barriers in 1992 was not to happen, do you think UNIX and open systems would advance as quickly in Europe as they have?

WD: Yes, because the market forces are requiring open systems; it's not a policy decision–the market forces the move to open systems, not the government. Users want open systems.

UW: So it's the same as in the United States?

WD: Absolutely. That's the only way it ought to be. Users need open systems for their own selfish interests. The user enterprise is forced now to think in strategies. The impact of rethinking these strategies is that the present information system is obsolete before the end of its life cycle. Therefore we are faced with the terrible challenge of redesigning many information systems in a very short time. That will cost manpower and time. The only way to do that more quickly is to have the industry deliver more building blocks.

UW: How does that contrast with the need to protect users initial investment?

WD: You're stuck with a proprietary environment investment that has been made in the past. You cannot remake history, but in a certain time you have to redesign your information systems. Then you must take the opportunity of protecting that new investment for the future.

UW: Are you saying that it's more practical to redesign on a departmental basis rather than redesign the entire enterprise?

WD: In the case of the Commission, the development of departmental systems was done with open systems. We have not [made] major investments in proprietary systems. We took right off on open systems there. This is not the case with the mainframes and this is a second phase we have to tackle now. In the Commission, departmental systems have been implemented since 1984. The decision to go for open systems in the computing center was made in 1989.

UW: Do you think UNIX is valuable on a mainframe?

WD: We have had bridges to the existing mainframe right from the beginning.

UW: What about a UNIX mainframe?

WD: We are now implementing UNIX mainframes. The objective is to make the proprietary [environment] disappear. Slowly and carefully, but make it disappear.

UW: Is that realistic for other companies?

WD: I don't know. Today UNIX is not ready for them, but within two years–when problems like security are solved–I think everybody could start that migration and get out of proprietary systems. Now the question is, in five years time, what will be proprietary systems? If MVS [IBM's mainframe operating system] complies with standards then it's not a proprietary system.

UW: That's a fascinating argument. George Shaffner [chief marketing officer] from X/Open makes the same one. He says that by 1995 standard proprietary operating systems will have 75 percent of the market.

WD: Fundamentally I don't disagree with that. The problem is that "proprietary" is the wrong word, but you can't use another word because no one will understand what you mean.

UW: According to Mr. Shaffner, users will be thrilled by this development because it means they can go back to one vendor and to service and support that they can understand.

WD: I hesitate a bit. What the user always will need is the possibility of replacing a supplier with a better one. That's also the best condition to stay with the same supplier for many years. If a user can't change a supplier, then it is wrong–if a user can change then it is right. That is the criteria. Our goal is not standardization, because that's only a means to an end. What one wants is open systems and that means portability, interoperability. So that you can protect your investments and that you're not locked into any supplier. That's the basic criteria.

The challenge is to accelerate to the development of new and redesigned information systems

UW: What is your annual budget for systems?

WD: 80 million ECU [1 ECU = $1.3 U.S.]. What does that figure mean? It includes all expenditures–service, training, telecommunications, workstations, etc. It does not include personnel costs.

UW: Have you standardized on a particular architecture, or a particular vendor?

WD: No. [With] desktop machines, which are our major investment now, we see that the majority of our suppliers

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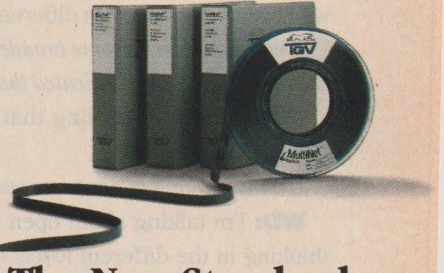

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have chosen Intel. This is again not our choice, but their choice.

UW: What is your choice?

WD: We don't choose. We make our vendors choose. We make our specifications on a higher level. We judge their computers, but not their technology.

UW: So they've chosen Intel with SCO UNIX?

WD: To a large extent, yes. That includes the European and American suppliers.

UW: What about at the server level? Do they want to have a DOS-UNIX front-end and UNIX servers?

WD: Yes, but the final selection for database servers is not completed. In terms of operating systems, UNIX System V.4 is all right for us, but if OSF/1 comes along, then that is all right for us as well. For the desktop we have SCO, and for the database server UNIX V.4.

But what we're going to start, contractually with the vendor, is no vendor-specific added value functions. So no Siemens or Bull or DEC [Digital Equipment Corp.] UNIX, even if they all comply with XPG3 [X/Open Portability Guide 3]. We will stick with SCO, UNIX System V.4, and perhaps OSF/1 and nothing else.

UW: You're a large customer, but what if you were an eight-person company and you said that? The vendor would laugh.

WD: Yes, that's true [laughs], but if I was a small company I would only buy from those that would guarantee that.

UW: So if you were a small company you would probably standardize on networked 386s. Right?

One is trying to make a common denominator. . . a stable layer between technologies

WD: That's it.

UW: Maybe a server from NCR because it's Intel-based?

WD: Exactly. What I'm doing is not possible for a small customer, but a small customer doesn't have the problems that we have in working with different suppliers.

UW: Let's move to some broader issues. Do you think users in Europe are more sophisticated than users in the United States?

WD: I have the feeling that in Europe open systems is farther along.

UW: What kind of advances over the United States?

WD: I'm talking about open systems. There's been more thinking in the different levels of management. In my native country of Belgium, for instance, I see everybody in the government, as well as private industry, has a clear concept of why they need open systems. These people are struggling with how to implement it.

UW: Are European vendors more advanced than American vendors in open systems?

WD: A European user's view of open systems is more advanced, but this gives the same opportunity for all vendors in Europe.

UW: Do you think OSI [Open Systems Interconnect] had something to do with the advancement of open systems in Europe over the United States?

WD: OSI has a long tradition in Europe because of telecommunications, but whether that is decisive I don't know.

UW: Do you think the United States will catch up?

WD: The United States is catching up fast. It always depends on whether you're talking about the vendor side or the user side. U.S. vendors are on the leading edge, there's no doubt about that.

UW: How about the Japanese vendors? E.G. Unwin, chairman of the Hoskyns Group plc [one of the largest system integrators in Europe] says that while American manufacturers still have the largest market share in Europe, the Japanese will change that in a few years. Do you agree with that? Do Japanese companies come to you wanting you to buy their products?

WD: No.

UW: Do they just buy percentages of the other companies coming to sell you products?

WD: That's how it is.

UW: What are your views on architecture-neutral distributed format (ANDF) from the Open Software Foundation (OSF)?

WD: I am not a technician. I have no feet to stand on to say, "This is wrong, this is right." My intuition says this is a terrible problem to try and solve. If I see it solved I will have admiration for those that solve it, because intuitively what one is trying to do is make a common denominator: find a stable layer between a variety of technologies. For god sake, the competition drives those technologies in an unpredictable way...I'm skeptical.

UW: You're not opposed to a SPARC machine running System V.4 are you?

WD: No.

UW: Just because they've standardized on Intel at the front-end doesn't mean you can't have RISC-based servers.

WD: No, no. We don't know how far the success of the present 486 will go in parallel processing. We are not going to standardize on technologies because we're indifferent. We're interested in what our vendors do, of course. But we're looking at this from a higher level.

continued

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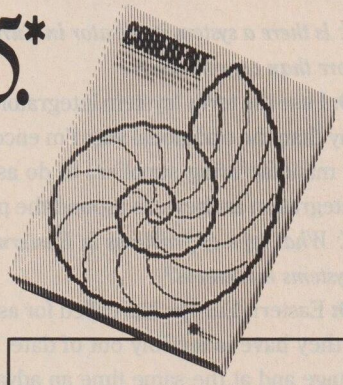

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UW: Is there a system integrator in Europe that you use more than anyone else?

WD: I use the term "system integrator" in a different way than the traditional way. I'm encouraging all of our manufacturing suppliers to do as much system integration as they can around the products.

UW: What type of problems is Eastern Europe facing in the open systems movement?

WD: Eastern Europe has called for assistance from the EC. What they have is terribly out of date. This is a terrible disadvantage and at the same time an advantage too. They have no burden of the past. There is a lot of interest in open systems. They are asking for lists of standard specifications. They can simply start with open systems. No migration.

UW: Wouldn't IBM just go in there and sell mainframes to them?

WD: Did you hear Armstrong [C. Michael Armstrong, chairman and president of IBM World Trade Corp., who gave a speech at UniForum about IBM's commitment to open systems]?

UW: He only makes that speech at UniForum doesn't he? He makes a completely different speech at other conferences.

WD: [Laughs]. He was honest. If you're with IBM UNIX you want like hell to get your UNIX machines in there.

UW: The mainframe team is larger. Wouldn't they get there first?

WD: I suppose so. For the moment, the users are going to the big supplier.

UW: Do they have money for mainframes?

WD: It depends on the cases. But the interest in open systems is very important.

UW: There's interest, but there's such a lack of money. Do you think it's going to take them a long time to move into open systems?

WD: There's a lot of ground work to be done.

UW: Telecommunications groundwork?

WD: No. Business relations. The way of doing business–what is built into the mind automatically–they don't have the normal reflex action.

UW: If these countries join the European Community will you help them?

WD: We are already involved with helping them now. Not my organization, but there is a completely new part of the organization in the Commission–a task force that helps with investment, banking, everything.

UW: Now tell us about the user movement. We know you had a meeting at UniForum in January.

WD: At the meeting with all the different user organizations there was an absolutely unanimous feeling that the major obstacles in fact are not technical, but organizational.

Afterwards I read different reactions from the press. There is some kind of expectation from the press about how users are coming together and going on the offensive [against vendors]. They want us to be like that, but there is not a feeling like that at all [with the user organizations].

Our three priorities are: improving the knowledge on all levels of the enterprise, accelerating standardization to accelerate the number of products that are interoperable, and users deciding on the way that they are going to communicate their user requirements to the industry.

UW: Let's look at it from the manufacturer's point of view, what if 10 user groups have 10 different sets of standards. What are you supposed to do if you're a vendor?

WD: The meeting was precisely to bring together the 13 user organizations.

UW: And they're all going to interoperate?

WD: Yes. The meeting started in an informal way. I asked that each person list the three main problems that needed to be solved. It didn't take more than a one-and-a-half hour discussion to come to the consensus of three that everybody agreed on.

UW: Who orchestrated this meeting?

WD: We hosted the meeting. The X/Open user council together with UniForum.

UW: Is there anything else you would like to add?

WD: Just a brief story. One day I made a trip to the United States. On the way back, someone said "You should pass by the Bell Labs and ask for [Dennis] Ritchie. You should go and see him, they have UNIX there, it might be something that you like." This was in 1976. I went there and he showed me everything in 2 hours.

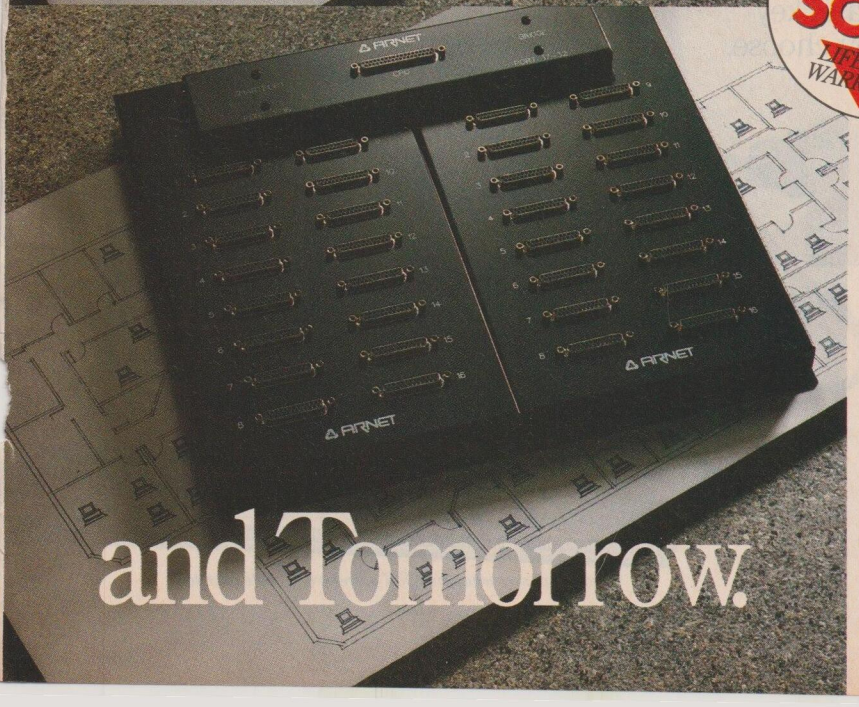
And I said, "Do you have documents?"

"Yes," he said. And on the airplane I read them. I bought a UNIX system in 1976.

So we started. They said they would come and install it on the weekend. And I said, "Oh what an idea! Launching an operating system. That takes two or three weeks!"

During the weekend when it was being done I said to myself, "I've got to see how this is coming." I came in and they were all sitting there eating. I said, "When are you going to start?" and they said, "It's done." ■

Eastern Europe has no burden of the past. They can simply start with open systems



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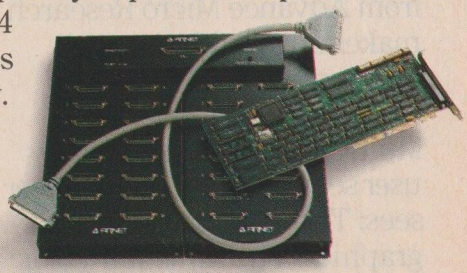

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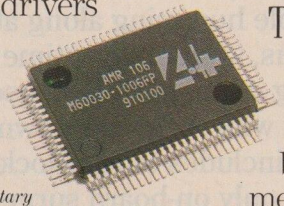

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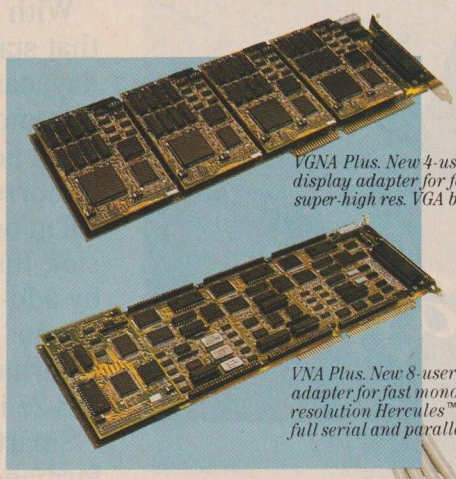

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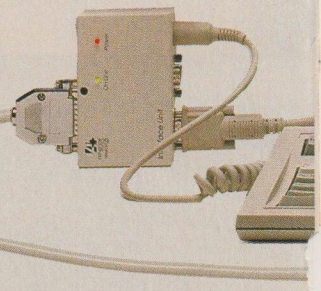

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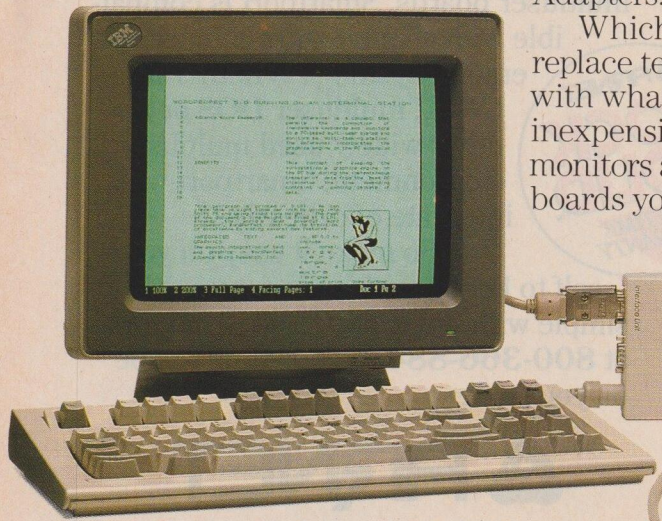

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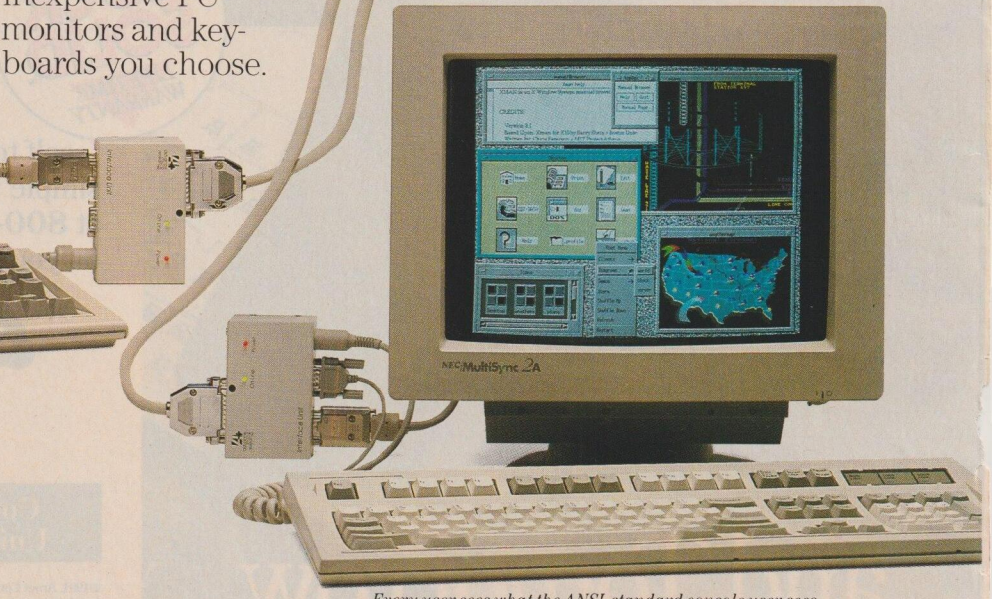

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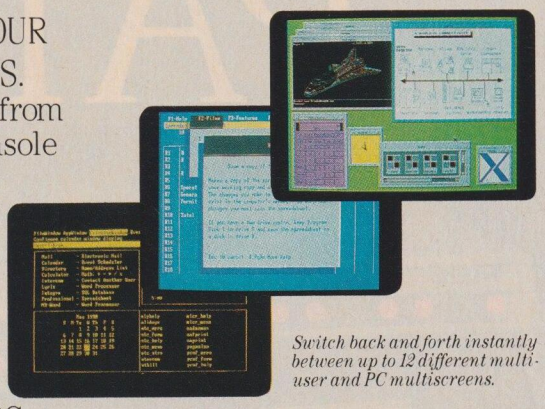

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PC Magazine, 12/11/90 (Ziff-Davis Publishing) "9600-BPS MODEMS: Breaking the Speed Barrier-PC LAN Labs tests seven rapid-fire modems complying with V.32, V.42 and V.42bis standards."

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Should Your Printer Be a Network Sprinter?

The joys of a networked printer with multiple users have special considerations

By Howard Baldwin

Although Dr. Alan Friedman admits he was careless, the problem he encountered could have happened to anyone with a printer that serves multiple networks. Friedman is senior systems specialist at pharmaceutical manufacturer Amgen. The network he administers encompasses Sun workstations, Macintosh computers, and Ethernet-based printers that serve both. It seems that one of the printers kept "disappearing" from the Ethernet network. No one could send print jobs to it.

Friedman initially suspected that a newly installed Macintosh was the culprit. Six frustrating weeks later, he realized what had gone wrong. He had installed a gateway for the Macintosh network whose internet protocol (IP) address was only 15 numbers below that of the printer. "As soon as the 16th Macintosh logged on the network and used the gateway, it overwrote the IP address for the printer," he recalls. He gave the printer host address number one, and solved the problem.

Friedman's challenge is only one of many to consider when purchasing a printer to serve heterogeneous networks. Networked printers are settling into a new niche that combines the dimensions of individual desktop devices and the practicality of shared office copiers. A networked printer, by definition, attaches to the Ethernet by itself, without benefit of a dedicated computer.

Although it will need a host for booting, a network printer can act as a node on the network unto itself, even accepting print jobs from multiple networks. Because of its independence and double

FRED STIMSON / printer courtesy TALARIS SYSTEMS INC.

duty, the purchase decisions that go into a network printer are somewhat different than those that go into the purchase of a desktop printer.

A Little of This, a Little of That

Perhaps the biggest advantage of a network printer is its flexibility. They can be used not only to serve multiple users, but to serve multiple networks. At Texas Instruments' research and development center, a Talaris Systems printer handles output from 120 users accessing 10 Sun workstations, seven Digital Equipment Corp. VAXes running Ultrix, and three VAXes running VMS, according to Susan Hric, a member of the technical staff.

You'll also need to consider the different emulations and fonts networked printers use–how they handle the graphics languages that images are "written" in. At TI's R&D center, users need not only PostScript emulation, but emulation for HPGL (Hewlett-Packard graphics language), and Quick, a proprietary emulation that appeared on earlier Talaris printers. "Font emulation was important because we had spent a lot of money on Talaris' soft fonts, which we could download onto the [printer's] hard drive," says Hric.

Confirming flexibility of the printer across the network requires diligence and vigilance at the buying stage. Employees at the computing services center at the University of California at Davis also access a Talaris printer with three different operating systems, according to programmer/analyst Kathy Hemnes. Besides a VAX 8600 running VMS, she administers three VAXes and a Sun network consisting of 30 workstations and three Sun servers.

Hemnes is generally pleased with the Talaris printer because of its ability to work across networks. The Sun network, she notes, also has two Apple LaserWriter printers which can be accessed by the VAX running Ultrix, but not by the VAX running VMS. Nevertheless, she warns that the Talaris software "behaves differently between the SunOS and Ultrix. I had to write a special script for Ultrix, because the Ultrix `ltr` command would literally eat the font and margin specifications and never get them to the printer."

"UNIX is not universal," stresses Hemnes. She recommends that "if [the manufacturer] says it's UNIX-compatible, remember there are differences within each UNIX where it might not work." Her advice: test the printer to make sure you get output from files on each individual host on the network.

Mike Murphy, a member of the technical staff at GTE Laboratories echoes Hemnes' advice. Of the 700 staff members, about half use Macintoshes. The rest use DECstations or access a VAX 6410 running Ultrix, with output going to 70 Apple LaserWriters and seven QMS PostScript printers. "Make sure the host software you get for the printers is going to work on every kind of host you've got," says Murphy. "It's hard to add that capability in later."

Be sure you can get output from each host on the network

Both GTE's Murphy and UC Davis' Hemnes point out one significant drawback of network printers: the inability to keep track of output for auditing purposes. Each would like to track who's using how much of the printing supplies so the costs can be charged back to them. "We're supposed to charge people for usage, but the Talaris didn't come with software for counting sheets used and printed," laments Hemnes. "There isn't even a manual counter."

The situation is almost the same with GTE's QMS printers. "You can get [counting] as an option," says Murphy, "but the printer will refuse to accept new jobs until it's completed a transaction with a machine [requiring auditing]."

Testing, Testing

There are really two levels to the testing process. Once you've tested the printer to make sure it works with your hosts, you should test it to ensure it works with your files by testing as many different kinds as possible. Murphy compiled almost two dozen sample files from people throughout GTE that encompassed several varieties of text and graphics.

Mike Sivadon, a systems analyst in the design automation management group at Amdahl, had specific testing requirements. His colleagues had both SPARCstations and HP workstations outputting to Sun, HP, and Apple printers. Sending a PostScript file from an HP workstation to the HP printer worked satisfactorily, but printing ASCII text was a problem. "You might say the printer just threw up all over the place," he says.

Adobe Systems offers software called Transcript, which converts non-PostScript files to PostScript-compatible files. Sivadon used it on the Sun Laserwriter printers, but generally they were too slow, he says. Ultimately, he brought in a faster BGL Technology printer–and some BGL Technology technicians–and had them write a filter akin to the Adobe Transcript program. To test it, he sent FrameMaker files from the HP workstation and the SPARCstation to the BGL printer, as well as an ASCII file. Once he was confident that all the hardware and software could work together, Sivadon was satisfied.

Speed Demons

What happens to speed when the printer is on a network, being accessed by multiple users? It's frustrating to have a one-page memo stuck in a print queue behind a 100-page sales report or a PostScript document that takes several minutes to print. To obtain the best speed, people recommend buying a printer with at least

Selected Printer and Plotter Vendors

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Da Vinci Graphics 870 Hermosa Dr., Sunnyvale, CA 94086; 408-737-8800

Digital Equipment Corp. 444 Whitney St., MS NRO2-1/S3, Northboro, MA 01532; 508-351-4401

QMS P.O. Box 81250, Mobile, AL 36689; 205-633-4300

RasterGraphics 285 N. Wolfe Rd., Sunnyvale, CA 94086; 408-738-7804

Sun Microsystems 2550 Garcia Ave., Mountain View, CA 94043; 415-960-1300

Talaris Systems P.O. Box 261580, San Diego, CA 92196; 619-587-0787

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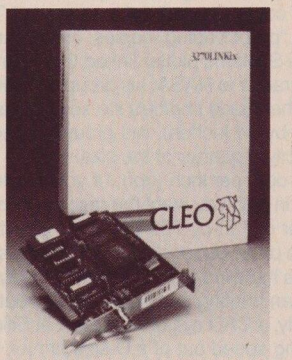
3270 Coax for UNIX



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Check the Oil and Water Frequently

If you need a printer that outputs paper quickly, Amdahl systems analyst Mike Sivadon recommends looking at a printer's paper loading accessories. His printer features two hoppers, each large enough to hold 500 pages. "If someone has to load paper [into the printer] all the time, you almost have to pay an operator," he cautions. Given that technology is supposed to decrease a company's overhead, not increase it, hiring someone to oversee a printer is not usually something you can afford.

But you can buy a service contract and ease-of-maintenance contract. The sheer number of working parts in a printer make it prone to breakdowns, especially when it's under the stress of constant access by multiple users. Sivadon explains, "You could have a printer come in and work wonders for you, but it could break down all the time." He recommends a service contract that spells out how quickly, in hours, a service technician will respond.

Dr. Alan Friedman, system administrator at Amgen, concurs. "The only time we had a problem with the printer was when we ignored proper maintenance." Since he purchased a service contract, the only time he sees service technicians is when they come to do scheduled preventive maintenance.

Not every problem needs a service technician. Evaluate how simple the manufacturer has made troubleshooting. Sivadon compares the BGL printers at Amdahl to "new-age copy machines that walk you through" to the trouble spot. Anyone can generally figure out how to fix paper jams or other problems. —*H.B.*

The Plotter Thickens

Unlike printers, plotters have yet to achieve network status. They're still attached to single workstations, but they have appropriated several printer characteristics that you may find useful to evaluate when making a purchase decision.

In addition to the traditional means of plotting an image by pen, you can now get penless plotters that follow the laser-style of printing. Pen plotters make several passes depending on the line thickness required, so that while they're more exacting, they're also slower.

Some engineering groups have responded by purchasing a faster plotter for what are known as "checkprints" as opposed to final copies, called "release prints." The checkprints are schematics that can be used as "proofreading" copies. John Martin, a product designer at Lockheed, uses a Da Vinci Systems plotter linked to a PC running XENIX to print such copies quickly. As a contractor to NASA, his group is working on designing the hardware that will be used in the space shuttle's life science laboratory. Instead of printing out "D-size" plots (22-by-34 inches), the group produces plots at "B-size" (11-by-17 inches), which is exactly a quarter of the size.

Martin suggests evaluating the resolution, or dots per inch (dpi). "If you're taking [detailed] drawings in D-size and shrinking them in half, you want the resolution to be very high." The resolution of his Da Vinci plotter is 720-by-720-dpi, the highest he could find. He adds that because the plotter uses photocopier paper rather than special electrostatic paper like some plotters, it makes handling and storage much easier.

Printing on B-size sheets is certainly faster than printing on D-size sheets, but it's not the only way to achieve speed. Dave McEvilly, a CAD systems analyst at Silicon Graphics, suggests another way to look at getting speed out of a D-size printer. His group uses a RasterGraphics ColorStation plotter attached to an SGI workstation. "Our main plotting [need relates to] line thickness and weight. We needed black-and-white; color is an added benefit," he explains, adding that to make the plotter go faster, "we just put it in black-and-white mode–it skips all the color modes and goes."

McEvilly also suggests that the kind of workstation you link to the plotter affects your buying decision. Using his company's own high-end workstation enabled him to buy a lower-priced plotter. "It doesn't have a lot of bells and whistles, like RIP [raster image processing]." Because the processing to translate the images from vectors to rasters is done inside the workstation, the plotter doesn't need that processing power. On the other hand, he advises, "Someone who doesn't have a powerful workstation might want a more powerful plotter." —*H.B.*

two megabytes of RAM and 40 megabytes of storage, but to also be cognizant of how easy, or difficult, it is to upgrade the printer. TI's Hric has already upgraded the RAM in the group's Talaris Systems printer twice, first from one megabyte of RAM to two, and then from two to four. Talaris sent the chips and the instructions on how to replace it and the process only took about 30 minutes, Hric says.

Generally, high-speed printers can output pages at a rate of 24 to 26 pages per minute (ppm). That's about three times as fast as most general-purpose laser printers, which output at about 8 ppm. A PostScript image will slow down a printer, but if a user requests 26 copies of the same image, once it has been composed in the printer, it will print out at 26 ppm.

Brad Krebs is a programmer at the University of California at Berkeley's Electronics Research Lab, where four professors and 70 graduate students in the computer science and electrical engineering departments share the lab's two DEC Printservers. The printers spit out everything from the text of conference papers to graphics of integrated circuit designs. Krebs didn't take DEC's data sheet claims of performance at face value; instead, he timed the output with a stopwatch. While text output matched the specifications, he found that when the printout was more complicated, output "slows down quite a bit."

There are other methods of timing, of course. Amgen's Friedman suggests that if you're using Adobe PostScript, initiate the program called `timepage.ps`. It calculates how much processing time it took to convert PostScript code into an image, and then stamps the answer on the first page of the document.

On-site, Online

For the best results, all testing should be conducted in real-world conditions. Have the vendor wheel in a network printer for you to test over a week or so and schedule time for at least one of the vendor's technicians to visit the site with the sales representative to tweak any problems into submission. Amdahl's Sivadon, who stood over BGL Technology's staff while they worked on filters for his system, insists that you should "bring [the manufacturer's technicians] in and have them take care of it."

Have your sample test files ready to go, incorporating everything from ASCII to PostScript and from text to graphics, to confirm to your satisfaction that everything you can input, the network printer can output. The whole idea of inputting data into a computer, after all, depends on your being able to get it out again later. ■

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Sun's Upscale *SPARC 2*

Photo courtesy SUN MICROSYSTEMS, INC.

Sun has redesigned the SPARCstation 2 with faster performance and a better operating system, but it doesn't come cheap

Thanks to the SPARCstation 2, millions of Sun worshippers can remain loyal to Sun Microsystems. The $15,000 SPARCstation 2 doesn't break performance records, but is fast enough to tread water with the IBM RS/6000 Model 320 and Digital Equipment Corp.'s DECstation 5000/200. And it is good enough, thank you, for Sun users who are already committed to SPARC-based applications and the SunView and OpenWindows graphical user interface (GUI). But exceptionally fast, like the $12,000 Hewlett-Packard Apollo Model 720, it is not.

Sun holds a unique position in the RISC wars. Many people are committed to Sun, its applications, and its GUIs. These users, especially software application developers, find Sun platforms appealing because of software support and hardware performance. The original SPARCstation was Sun's bailiwick until IBM released its RS/6000 line in March 1990. Now, power-hungry Sun users can lust after some third-party products that boost the SPARCstation 2 into the minisupercomputer realm.

The SPARCstation 2 addresses the competitive weaknesses of earlier SPARC systems. By doubling overall performance compared to the SPARCstation 1, and improving floating-point and graphics performance, the SPARCstation 2 is a solid machine. It has a 21.2 SPECmark rating, with 4.2 double-precision Linpack megaflops, and a full line of 2-D and 3-D graphics accelerators. Just as important, Sun has listened to its users and responded with enhancements to its hardware, SunOS (more than 500 bug fixes), and OpenWindows, the Sun implementation of Open Look. The sum of these changes makes the SPARCstation 2 a formidable competitor.

As of today, Sun continues to lead the workstation market with an estimated 29 percent share. Close behind is HP Apollo with 23 percent, Digital Equipment Corp.

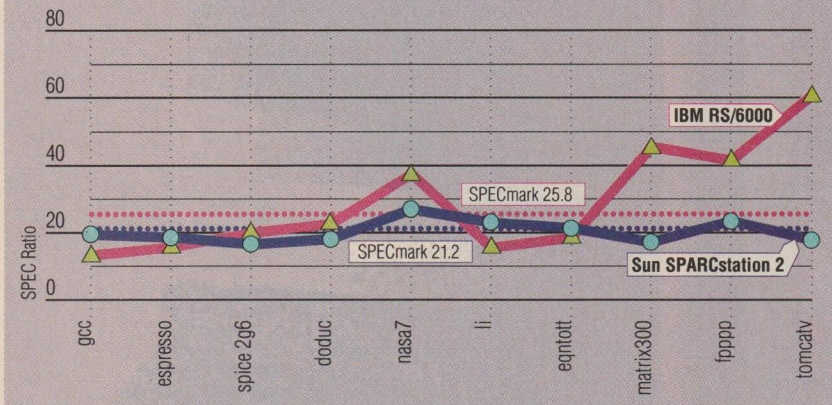
by Cimarron Boozer

with 18 percent, and IBM with four percent, according to International Data Corp. Before the SPARCstation 2 arrived, IBM's RS/6000 Model 320 and the DECstation 5000/200 exploited the weaker SPARCstation 1+. IBM and DEC successfully beat up the SPARCstation 1+ with better SPEC ratings, two to three times better floating-point performance, and superior graphics. Even so, all of the above workstations pale when compared to the HP Apollo Model 720, with its SPEC rating of 72.

Added color support for the SPARCstation 2 gives Sun excellent position in the area of electronic publishing, offering color pre-press and graphic design. Enhanced graphics also appeal to developers who must create code for advanced color systems. All developers will be pleased with faster compile times, better process concurrence, and an improved make facility.

SPARCstation Performs Well on SPEC

The SPARCstation 2 excels as a general-purpose workstation. The SPECmark shows that the integer tests (gcc, espresso, li, eqntott) surpass the IBM RS/6000 Model 320. On the other hand, the RS/6000 outperforms the SPARCstation 2 on the tight-loop, floating-point-intensive tests such as fpppp and tomcatv benchmarks.



The SPARCstation 2 tested had 16 megabytes of memory, 64 kilobytes of instruction/data cache, with a 40-MHz SPARC processor and a 40-MHz floating-point processor, running under SunOS 4.1.1. The IBM RS/6000 Model 320 had a 20-MHz POWER processor and an integrated floating-point unit, with 32 megabytes of memory, a 32-kilobyte data cache, and an 8-kilobyte instruction cache, running under AIX 3.

Is the Price Right?

I evaluated a basic SPARCstation 2GX with 16 megabytes of main memory, a 207-megabyte internal SCSI disk, and a 3 1/2-inch internal floppy drive. With the 19-inch Sony color monitor, the list price for this configuration is $19,995 ($2,000 less for the smaller 16-inch monitor). In addition, the system included an external 669-megabyte SCSI disk (its space was definitely needed) with an integrated 150-megabyte 1/4-inch tape drive for $6,500. The total damage was $26,495.

This price is lower than a similarly configured IBM RS/6000 Model 320, DECstation 5000/200, or HP Apollo 720. The midrange 3-D system, the SPARCstation GS, with the $6,500 external disk lists for $33,495. Sun's high-end SPARCstation 2GT, with a 21-inch monitor and external disk costs $56,495. Our review focuses on the SPARCstation 2GX, although overall system performance, outside of graphics, on any of the SPARCstation 2 models is identical.

The system I received came in four boxes: The SPARCstation 2 itself, the 19-inch color monitor, the external disk drive, and the documentation. I had the system set up and running in 10 minutes. Because Sun pre-configures the disk and operating system with the user account **`openwin`** ready to go, I could use the system and run demos and tutorials immediately. Installing the enhanced version of C, Fortran, and other unbundled products meant running **`extract_unbundled`** and answering a few questions.

One problem with the SPARCstation 2 and its associated software is a lack of disk space. What else is new? On the review system's 207-megabyte internal disk, I was left with about 150 megabytes after accounting for the root and swap partition. After installing OpenWindows, compilers, applications, and demos, I had a mere six megabytes of open disk space left. If you omit some of the software or reduce the size of the swap partition, you could possibly run on the single internal disk, but not comfortably. Most users, I suspect, will need an additional 207-megabyte internal disk or a 669-megabyte external disk.

Looks Familiar, Feels Different

The SPARCstation 2 enclosure is identical in size, shape, and color to its predecessors, the SPARCstation 1 and 1+. The keyboard is the standard Sun-4 model, with both L1-L10 and F1-F10 function keys. The three-button optical mouse from Mouse Systems uses a normal optical pad.

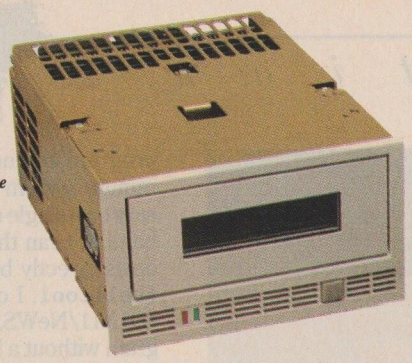
The entry-level SPARCstation 2 is configured with a crisp 19-inch monochrome monitor with a 76-Hz refresh rate. If you want color, you pay another $3,000. Unlike the SPARCstation 1+'s standard color option, the SPARCstation 2 has a GX module with frame buffer. Both 2-D and 3-D GX boards have a dual-slot SBus, giving you one free slot for other peripherals.

Sun claims that the GX option generates up to 450,000 2-D vectors per second, or 240,000 3-D vectors per second. When drawing short vectors of less than 10 pixels long in 2-D mode, performance is about three times better than that of the competing DECstation 5000/200CX and the IBM POWERstation 320 with standard color.

The SPARCstation 2's resolution on both the monochrome and color monitors is 1152-by-900 pixels. This is 21 percent lower resolution than the 1280-by-1024 pixels offered by DEC, IBM, and HP. This difference in crispness is hardly noticeable in a software development environment using spreadsheet or document processing programs. The lower resolution can make a difference in very high resolution CAD/CAM applications, however.

Sun Windowing

OpenWindows is Sun's bundling of the Open Look GUI, DeskSet desktop productivity tools, X11/NeWS server, and the XView and NeWS toolkits. OpenWindows 2.0, included with



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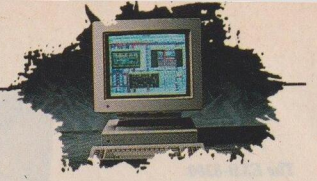


Boosting SPARCstation 2 Performance

Several vendors offer performance enhancement products for the Sun workstation line. Typically, these products take existing user source code and accelerate numerically intensive code, remaining compatible with SunOS. These products target applications that require exceptional floating-point performance: signal and image processing, simulation, computational chemistry, and scientific research.

SKY Computers (Chelmsford, Mass.) offers the SKYstation, a so-called "desktop supercomputer" that works in conjunction with the SPARCstation family. The SKYstation, sells for $9,950, is based on Intel's i860 and i960 RISC technology, and fits on top of a SPARCstation "pizza box." The SKYstation provides up to 80 megaflops of peak computational capacity using its own memory architecture: 160-megabyte per second bandwidth bus addressing up to 256 megabytes of memory inside its box. The SKYstation connects to a SPARCstation 2 via the high-speed SCSI-2 port, can sustain four megabytes per second in synchronous mode, and provides tools and vectorizing C and Fortran compilers that look and feel like Sun's. The SKYstation also works with Sun-3 and -4 systems.

Star Technologies (Sterling, Va.) sells the Star 910/VP, a high-performance Sun-compatible compute server for network computing environments. Unlike the SKYstation, the Star 910/VP won't fit on your desktop, but can be connected to the SPARCstation 2 to perform as a compute server. The Star 910/VP claims up to 160 megaflops of peak performance using four Texas Instruments 8847 arithmetic units. The Star 910/VP uses the same 40-MHz Cypress SPARC chip found in the SPARCstation 2 and reproduces Sun's VME-based I/O system, albeit with higher bandwidth.

The Star 910/VP uses a novel approach to higher performance: an extension of the SPARC instruction set is used to implement its vector operations, generated with their own vectorizing compilers. It is priced starting at $215,950.

FPS Computing (Beaverton, Ore.) offers the Model 500EA "UNIX Supercomputer," a rather complex design combining scalar, vector, and parallel processing architectures into a single computer system. The core technology is emitter coupled logic (ECL) SPARC, an 80-MHz implementation of Sun's SPARC architecture. FPS uses the Intel i860 for its matrix coprocessor units and its own proprietary design for vector processing. The Model 500EA claims a peak 64-bit performance of 1.1 billion floating-point operations per second. The Model 500EA is priced from $820,000 to $4 million, and is reported to be available in the second quarter of 1991. —*C.B.*

the SPARCstation 2, is an ambitious attempt to woo users and developers from the older SunView GUI. OpenWindows comes preinstalled, but you must install SunView if you want it.

Sun provides a tutorial on OpenWindows with the SPARCstation 2. Similar to the Macintosh tutorial, it provides an introduction to windowing concepts, use of the mouse, menus, and the DeskSet tools. The tutorial also includes animated demos. For example, the first demo displayed a series of menus and a disembodied mouse pointer ran through them.

One of the more difficult issues Sun faced was reconciling the older SunView window system under OpenWindows. For example, SunView users are used to pressing the middle mouse key to move and re-size windows, but with OpenWindows they must now use the first button. Moving into or out of a SunView window under OpenWindows causes the color mapping to switch abruptly, although this can sometimes be remedied with code modification or a special mapping of the color table.

A vexing problem within the window maze was the inability to run some older SunView programs from OpenWindows. For example, running programs in `/usr/demo/SUNVIEW` causes the entire screen to be taken over by the program and because the program can not be interrupted, a six-minute system re-boot becomes necessary on a single-user system. On the other hand, if I ran the original SunView windows directly by executing `/usr/bin/shelltool`, I could run both SunView and X11/NeWS, or any other type of program without a hitch.

Performance Improvements

My baseline for comparing the SPARCstation 2 was Sun's SPARCstation 1+. The 1+, a follow-on product to the original SPARCstation 1, has a 25-MHz clock, compared to the SPARCstation 2's 40-MHz clock. Another major improvement in the SPARCstation 2 is higher I/O throughput, achieved through re-design of the direct memory access system, I/O clustering, and increased SCSI buffer size. Other critical improvements were introduced in the SPARC integer unit and floating-point unit design. Sun's engineers also redesigned and reduced the number of application-specific integrated circuits from seven to six.

For the integer unit, Sun chose Cypress Semiconductor's CY7C601 SPARC chip, a 40-MHz CMOS processor. This chip is now available directly from Cypress for both SPARCstations and SPARCstation clones. To the Cypress product, Sun added a hardware cache *flush* for the SPARC registers, yielding a 30 to 40 percent increase in context switching time.

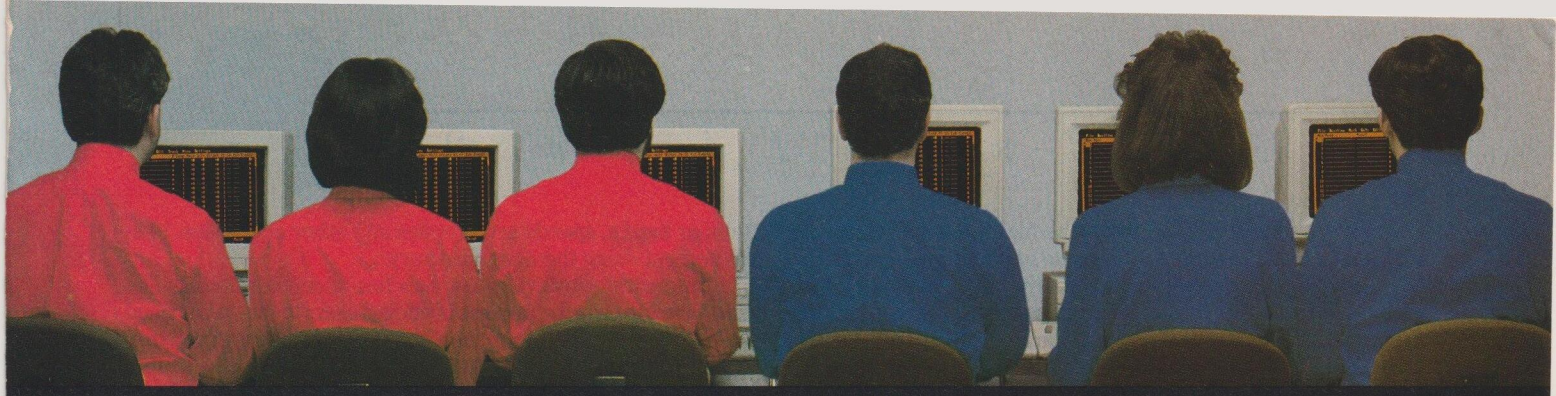
The SPARCstation 2 also has a 64-kilobyte data cache. Although Sun's SPARC has been criticized for its single bus implementation with processor chips that use a single 32-bit data bus, the 40-MHz clock rate and the use of external caches helps overcome the deficiency. The approach is less expensive for manufacturing.

The SPARCstation 2 more than doubles the raw floating-point performance over the previous SPARCstations. Sun uses the 40-MHz TI390C602A for its floating-point unit. To enhance floating-point performance, Sun complements the floating-point chip with two double-word write buffers and a double-word buffer on the RAM controller. These changes allow 80-nanosecond writes to memory (versus 200 on the older SPARCstation 1+), providing 64-bit transfers to memory. The end result is better floating-point performance and the memory bandwidth to support it.

Your Mileage May Vary

What type of improvement will you see on a typical numerically intensive application? Take a look at the SPECmark results for the SPARCstation 2. The SPARCstation 2 is about 90 percent better than the SPARCstation 1+ on floating-point dominant applications. On integer tasks, the SPARCstation 2 performs approximately 60 percent better. Because SPEC doesn't include significant I/O testing, it actually understates the improvements made in the SPARCstation 2. The applications I tested had both I/O and computational sections and ran an average of twice as fast on a SPARCstation 2 than on a 1+.

continued



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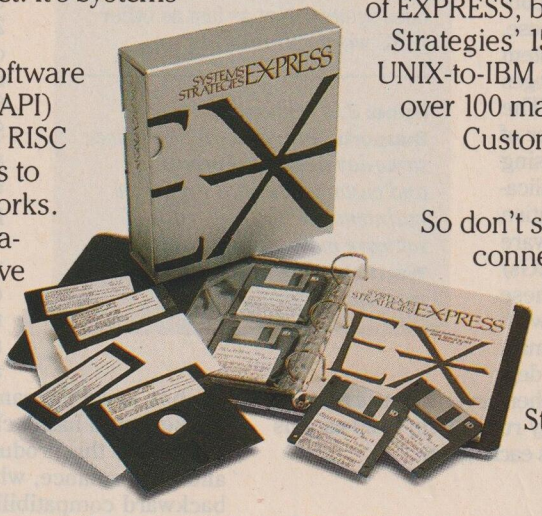

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At present, the IBM RS/6000 is the highest profile competitor to Sun for computation-intensive applications. Since the SPEC floating-point applications perform primarily 64-bit arithmetic, IBM's RS/6000 Model 320 does especially well on the fpppp, nasa7, and tomcatv benchmarks. This speed results from IBM's 64-bit pipelined architecture and its ability to semi-vectorize certain codes. In IBM's Model 530 and 540, the performance of these three floating-point benchmarks accounts for most of the increase in SPEC performance.

On the SPARCstation 2, separate SCSI and Ethernet line buffers provide a 16-byte block for buffering I/O. This substantially increases the old 4-byte FIFO (first-in, first-out) found on the SPARCstation 1+, that often caused Ethernet versus SCSI contention which resulted in dropped packets. If you do heavy SCSI disk access while simultaneously accessing the Ethernet, this single change can improve SPARCstation 2's SCSI bandwidth and Ethernet performance dramatically. The SBus now allows increased burst rate transfers, from 16 to 64 bytes. I found that these changes improve network file system performance, especially with SCSI disks.

Related to the hardware improvements were changes to the SunOS 4.1.1 operating system. One of the major changes was improvement of Sun's UNIX File System (UFS). The goal was to increase I/O throughput while maintaining the on-disk file system format. With a single clustered I/O taking the an place of 15 to 30 block I/Os, Sun creates an increase over sequential performance by a factor of two. I found the SPARCstation 2 uses the two SCSI disks much more responsively when running multiple tasks, especially with heavy I/O. This change should improve performance in heavy I/O-bound environments, such as concurrent access to a central SQL database.

Sun has also beefed up overall system performance and made hardware changes to the memory management unit. The SPARCstation 2 doubles the number of contexts in hardware to 16, increasing performance for simultaneous applications, especially when the SPARCstation 2 is a server. The number of hardware Page-Mapped Entry Groups (PMEGs) was increased from 128 to 256. These hardware changes, in concert with SunOS now shadowing PMEGs in main memory, relieves the performance degradation that previously occurred when several concurrent applications were run. I verified this by running up to 20 various programs of four to eight megabytes each in size.

Changes for the Better

The SPARCstation 2 is a better Sun machine because of the many improvements to SunOS 4.1.1, system administration, and compilers. Sun claims that SunOS 4.1.1 was not a bug-fix release, but with more than 500 bug fixes, Sun has clearly improved operation. One improvement to the temporary file system, or **tmpfs**, speeds up compiles and other operations 10 to 15 percent using the **/tmp** directory.

In the administrative areas, Sun has added commands like **add_user** to ease the process of adding users to the system, and **showrev** to display information about the workstation and executable file revision levels. Another change I liked is the feature that lets you read MS-DOS diskettes in the 3 1/2-inch diskette drive. You can easily mount the disks with a **mount /pcfs** command and create, delete, read, and edit the files with UNIX commands. I was able to plug in an MS-DOS disk, copy a Lotus 1-2-3 spreadsheet file, and read the file directly into the Sun version of Lotus 1-2-3 on the SPARCstation 2. One feature I missed on the SPARCstation 2 was the ability to read Apple Macintosh diskettes.

Sun's new Sun C 1.1 and Fortran 1.4 compilers provide a major performance kick. Sun's compiler folks deserve accolades for their work. When I ran the SPEC benchmark suite using the standard SunOS C and Fortran 1.3.1, my SPECmark was 17.3, but with the new compilers, the SPECmark was 21.2, or about 20 percent better. This change can also be seen in the current SPARCstation SLC, IPC, and 1+ workstations. Using the new C compiler on the IPC or 1+ yielded 10 percent better SPEC performance, and with Fortran the improvement was about 25 percent. Sun has also incorporated additional levels of **-O** optimization into both C and Fortran.

Service and Support

Sun offers hardware support at hourly rates or by contract. The hourly rate is $110, with a two-hour minimum plus the cost of replacement parts. Contract service is available in four packages: same-day, next-day, customer-assisted, or on-site. For the reviewed SPARCstation 2GX without the external hard disk, contract prices range from $105 per month for the customer-assisted plan, $112 per month for next-day service, $140 per month for same-day service, and $91 for on-site service for up to 25 systems. Sun also offers software telephone support at $35 per month.

Overall, the SPARCstation 2 provides a much-needed boost for the desktop SPARCstation family. Sun has redesigned the guts of the system and made significant improvements to its architecture. Still, what does it mean if the box looks the same, the SBus slots work the same, and the keyboard hasn't changed? To me, it indicates Sun's commitment to this product line: providing the latest technology and performance, while maintaining a reasonable level of backward compatibility. If you don't need the ultimate hot box, like the HP Apollo Model 720, the SPARCstation 2 is worth your attention. ■

Cimarron Boozer is a product marketing manager with several years' experience in high performance computing and networking.

REVIEW HIGHLIGHTS

SPARCstation 2
Sun Microsystems
2550 Garcia Ave.
Mountain View, CA 94043
415-969-1300

+

A powerful workstation with excellent overall performance. Improved SunOS operating system. A large number of applications and outstanding tools and compilers.

−

OpenWindows environment sometimes clumsy. Needs additional disk to reasonably run a single-user system. Not as fast as other RISC workstations.

Price: *$14,995 and up.*
Support: *Through local Sun offices; same-day and next-day on-site and customer-assisted hardware maintenance. Varying levels of software maintenance available.*
Warranty: *90-day return to factory warranty.*

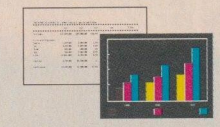
Get It Together

Lotus 1-2-3
WingZ

Compatibility is Key to Productivity

Unix's natural networking abilties make it an ideal OS for users who want to assemble documents from a variety of sources. *Getting the information together is where Island Write, Draw & Paint come in.*

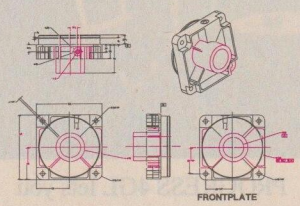
***Bring in images and text from** the popular spreadsheets, WP and tech pubs packages with IslandWrite. Then using Write's powerful layout functions, flow text around your image, or annotate it with Draw or Write.*



useful for your daily word processing needs as well as presentations and any other document. Create or import raster images with Paint and edit them. Then place them in your Write document.

If you use AutoCad or Cadam or any other program that outputs HPGL, CGM or PostScript, adding your image to an IslandWrite document is simple.

This sample document was created using IslandWrite. The text was typed in using Write's WYSIWYG word processing tools. The illustrations were added after the text, but with Write, you can easily add or delete illustrations at any time. The text will automatically reflow. Use IslandWrite, Draw & Paint to get your documents, presentations and reports together.



***Include CAD drawings in your presentations,** reports and documentation. If you have a change or annotation, do it using Draw or Paint without having to alter your original drawing.*

Of course, IslandWrite isn't only an assembler. It is a full-featured desktop publishing package

WordPerfect
Interleaf
Frame
MS Word

CGM
HPGL
PostScript
AutoCAD

TIFF
Sun Raster
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X11

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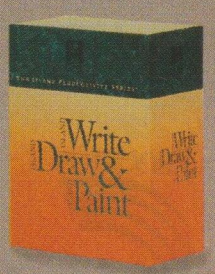

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CIRCLE NO. 186 ON INQUIRY CARD

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Telephone 617 275-4500
Fax 617 275-4595

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CIRCLE NO. 133 ON INQUIRY CARD

The Usual Limits Don't Apply.™

DESIGNING A FASTER, MORE EFFICIENT DATABASE

By Rick Farris

Database normalization is reduced to a rote process with Canonizer

Do you want to make your database perform faster? Canonizer from Six Sigma Case is a tool that removes database redundancies by reorganizing large database tables into smaller ones. If you are a database designer with little time to manually optimize database layouts, or if you oversee junior designers, Canonizer can ensure that your department has an efficient database.

The term for what Canonizer does is *normalization*. For small databases, such as ones used by an individual or small company, you can normalize the database manually by reorganizing the relationships between fields. Canonizer automates this process based on descriptions that you provide about the relationships. Additionally, Canonizer can read an existing database definition and convert it into "create" statements for different database languages.

Because Canonizer uses the industry standard **curses** interface, it runs on many operating systems, including most varieties of 386- and 68000-based UNIX, SunOS, Digital Equipment Corp. Ultrix, IBM AIX, Hewlett-Packard HP-UX, and DOS. And because Canonizer is used at the conceptual design stage, it works with any database management product. Six Sigma Case licenses Canonizer for network use, but it is basically a single-user product. Prices for Canonizer range from $795 for The Santa Cruz Operation UNIX version to $1,795 for high-end workstation versions.

I had mixed reactions to Canonizer. It does the job without flaw, but its interface is not perfect. Its top-level windows consist of a spreadsheet-like work area in the middle of the screen and a Lotus-like sliding bar menu at the top. The cursor keys change the current cell, and the space-bar cycles through the Lotus-style command menu. When you get deeper into the interface, however, command keys seem to change without consistency, and the smallest tasks sometimes become burdensome. Context-sensitive help is available from most screens, but no mouse support is provided.

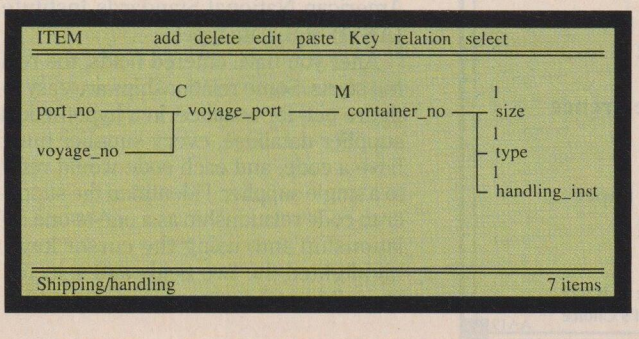
I tested Canonizer on a 25-MHz 386 running SCO UNIX. Six Sigma Case makes no bones about Canonizer's unfriendly installation procedure. Rather than use SCO's **custom** utility, I had to mount the installation floppy as a separate file system and perform a complex sequence of commands to copy the distribution. I would prefer an installation program that did not provide as many opportunities to make mistakes. Otherwise, Canonizer is easy on the system, requiring only 300 kilobytes or so of memory, and a little less than one megabyte of disk space.

Creating Database Connections

Imagine the kind of database you might use in a wholesale warehouse: It would track inventory and the names and addresses of customers and suppliers. In the inventory database would be a record of each part you stock with a reference to the supplier.

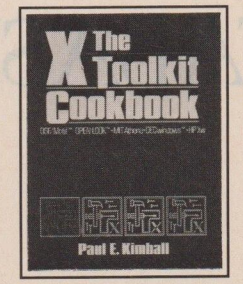
It would be wasteful to include the complete supplier name and address information for each part. Instead, you would include a supplier code. If you need supplier data, you can use the code to look up the complete information in the "supplier name and address" database. This process is called normalization. Because the database is smaller and better organized, searches are faster.

When I design a database, I start by listing groups of fields and drawing arrows between relationships. Database design with Canonizer is much the same: after entering some administrative data, you enter field names in the spreadsheet, and assign relationships. When designing by hand, I usually wear out a few erasers as I shuffle fields. In Canonizer, after you specify relation-



After data relationships have been specified, Canonizer produces tables with lines drawn between relevant fields to signify their relationships.

Do You Know Your Toolkit Options ?



X Toolkit Cookbook
Paul Kimball
1991, 800 pp., paper
0-13-973132-6

A must-have guide for anyone wishing to develop applications using the advanced Xtoolkit interface. Kimball leads you step-by-step through building complete windowing applications. The handbook delivers detailed sections covering each of the major industry toolkits including: OPEN LOOK, OSF/MOTIF, MIT Athena, DECwindows, and HP Xw.

Bestselling X Window and Motif References from Prentice Hall

Introduction To The X Window System
Oliver Jones
1989, 528 pp., paper
0-13-499997-5

The X Window System: Programming & Applications With XT (OSF/Motif ed.)
Doug Young
1990, 160 pp., paper
0-13-497074-8

OSF/Motif Reference Guide
Doug Young
1990, 160 pp., paper
0-13-624786-3

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CIRCLE NO. 94 ON INQUIRY CARD

REVIEW HIGHLIGHTS

Canonizer
Six Sigma Case, Inc.
P.O. Box 40316
Bellevue, WA 98004
800-827-4462, 206-643-6911

+

Step-by-step normalization procedure. Can read ANSI SQL. Many output formats.

−

Awkward user interface. A little expensive if you don't work with database structures daily.

Version: *1.5*
Systems: *SCO, Interactive, AT&T, Esix, SunOS, Ultrix, HP-UX, Motorola 68000-based UNIX systems, NCR, IBM RS/6000, and MS-DOS.*
Licensing: *Per CPU; networked option based on number of machines.*
Price: *$795 (386-UNIX) to $1,795 (High-end HP-UX)*
Support: *11 a.m. to 8 p.m. EST, toll-free number. Consulting services available. Yearly technical support agreement available at 15% of list price.*
Warranty: *30 day money-back guarantee. Unlimited warranty on media.*

ships, the push of a button produces a set of normalized tables.

Field data can be entered quickly and easily. Up-front data required by Canonizer includes the name of the field and the data type. The software also lets you specify whether the field can be blank, and whether each value must be unique. The available data types include all American National Standards Institute (ANSI) SQL data types.

After you have entered fields, the real fun starts. Some relationships are easy to figure out–for instance, in a hypothetical supplier database, every supplier must have a code, and each code would refer to a single supplier. I identified the supplier-to-code relationship as a one-to-one relationship and, using the cursor keys, highlighted the two fields and selected "1-one" from the menu. Canonizer added a line between the fields and labeled it with a "1" to show the relationship.

One-to-many and many-to-many relationships are harder to identify. As each relationship appears on the screen, Canonizer draws a line between relevant fields, with symbols and numbers to indicate the type of relationship. I liked the way that Canonizer let me move fields around on the screen. It resembles a scratch-pad approach and lets you untangle complicated intersecting relationships.

After describing relationships, Canonizer uses a technique called *canonical synthesis* to separate fields into normalized tables. Canonical synthesis is a rote methodology that is the equivalent of making lists of fields and is well suited to automation. Many designers will probably like Canonizer for this feature alone. With this approach, database creation statements can be generated in a number of different formats.

Swiss Army Knife

If you have an ANSI SQL description of an existing database, Canonizer can import the description and provide a variety of services. If the original database design is inefficient, Canonizer can normalize it as if you had created the description manually.

Output formats are Canonizer's strong suit. The review software came with filters to create ANSI-standard SQL, a data dictionary, C language header files, and various cross-reference views of the database. Other filters are available from Six Sigma Case, including those for dBase III and Pascal.

The SQL output filter emitted "CREATE DATABASE" and "CREATE TABLE" statements that were fully commented and ready to use with an SQL database manager. I've created SQL databases by interactively specifying format statements and making mistakes in the process.

Likewise, the dBase III and C language header filters can take a lot of work out of database revision for those who work in dBase or C. The data dictionary output is handy if you have a database product without a built-in data dictionary. The cross-references are also useful for documentation purposes.

Canonizer does a good job, but should be viewed as a handy tool–like a pocket calculator–and not as a panacea for database ills. It will help you work faster and more accurately, but it doesn't make you smarter. ■

Rick Farris is an independent software engineer. He can be reached on the Internet as `rfarris@rfengr.com`.

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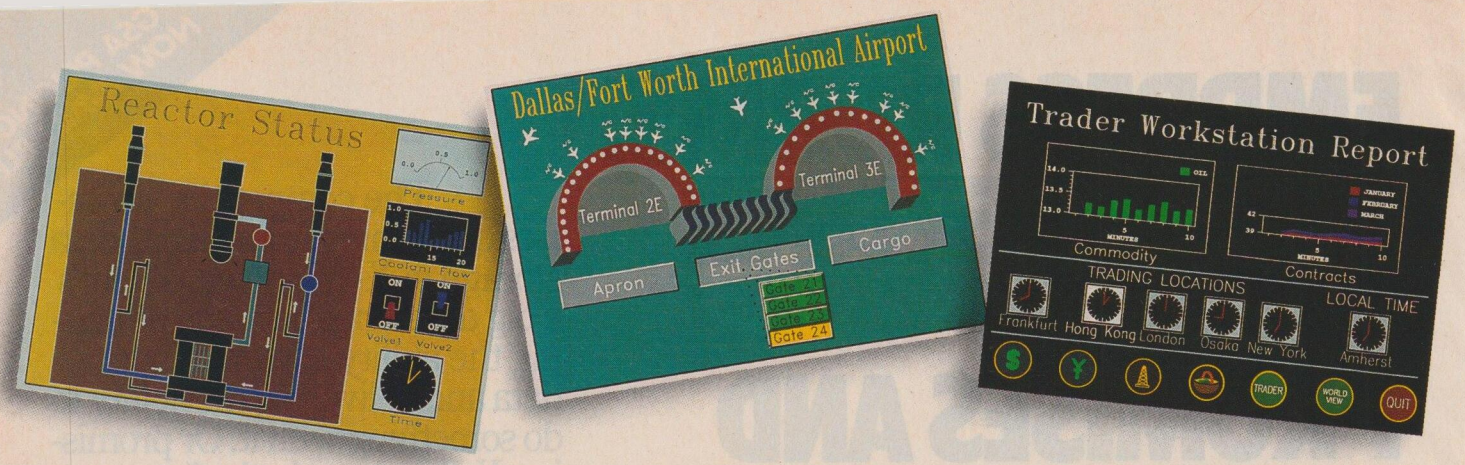

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CIRCLE NO. 57 ON INQUIRY CARD

LOW-COST PUBLISHING FOR THE MASSES

By Keith Edwards

Elan's Avalon Publisher competes admirably with the UNIX heavyweights

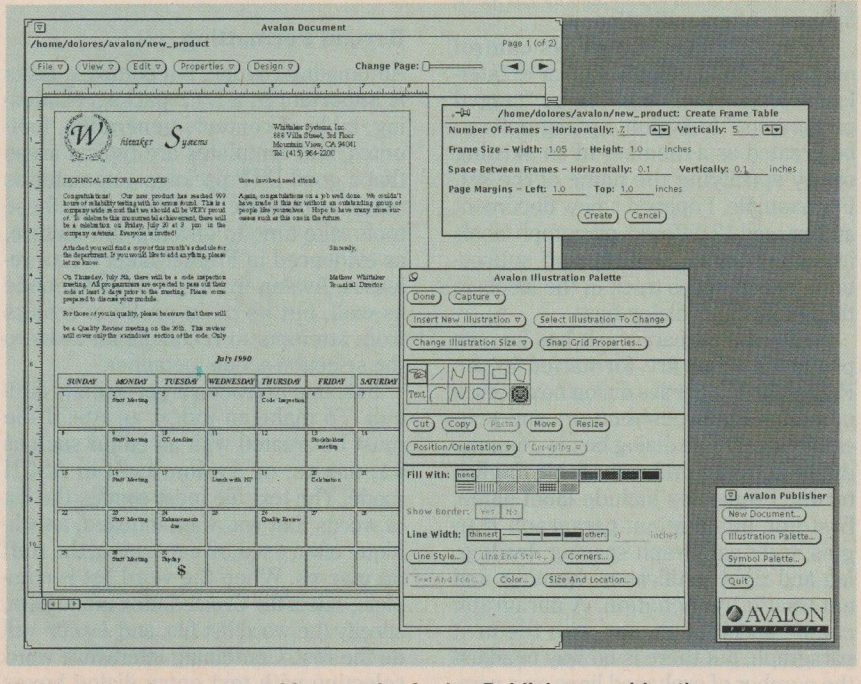
Avalon Publisher by Elan Computer Group is another product heralding the era of inexpensive desktop publishing (DTP). Products in this class range from the upcoming Microsoft Word for Motif to Island Graphics' Write/Paint/Draw and offer features comparable to the heavyweights in UNIX electronic publishing. Depending on your application, Avalon at $995 could be all the DTP software you need.

Avalon and Write/Paint/Draw are for UNIX users, not newcomers to computing. If you don't own a UNIX workstation but want DTP, you should investigate Apple and DOS products first. Plenty are available in retail stores, especially for Apple systems, and even Avalon and Write/Paint/Draw seem expensive by comparison.

Can Avalon compete against Interleaf and FrameMaker? From a price standpoint, yes. Interleaf's comparable product is the $795 Interleaf Slim TPS which lacks the "active document" technology of six-month-old Interleaf 5. The latter product costs $2,500 per license, but can cost up to $10,000 with additional modules. This price is fine in Interleaf's specialized markets, but in the general-purpose DTP market, it has helped make FrameMaker quite popular. FrameMaker itself sells for a flat $2,500–an attractive price for companies with annual DTP budgets of $10,000 or less.

Given this situation, vendors like Elan can cut into FrameMaker sales–especially at companies with moderate DTP requirements and high demand for licenses. Both Avalon and FrameMaker use floating license servers and thus, the two products are equal at this level. But FrameMaker offers more flexibility in the DTP applications it handles. FrameMaker is an established product, so you can trust it to most publishing tasks, including magazine layout, large books, and documentation projects, given features such as automatic indexing, mathematical function evaluation, and bibliography tools.

Avalon allows text and graphics to be created in the same document window and gives a good many features, but is not as feature-rich as FrameMaker. Avalon first shipped in November 1990 and was quickly followed with a 1.1 upgrade. In February of this year Elan announced that release 2.0 would be shipping by July. The pending release, says Elan, adds features including color support, more document exchange filters, database merging, and layout enhancements. Whether Avalon will rise to a more level footing with FrameMaker re-



Built around the concept of frames, the Avalon Publisher provides the Illustration Palette for adding graphics to basic desktop publishing projects.

mains a question. Release 1.1 does show, however, that Avalon can handle basic DTP jobs from fax cover sheets to reports, newsletters and brochures.

I tested Avalon on a Sun Microsystems SPARCstation 1 running SunOS 4.0.3 and the MIT distribution of the X Window System (X11.4). Avalon is designed to run under OpenWindows and adheres to Open Look style guidelines. Elan has also announced ports to Motif. My test system was equipped with 16 megabytes of memory. Installation took about three hours, primarily because the long font compilation process (which may not be so long on all systems). Otherwise installation was relatively painless, and used 28 megabytes of disk space for the program, fonts, tutorials, and clip art. Avalon also runs on Sun-3 and -4 systems and supports both PostScript and Hewlett-Packard LaserJet printers.

Consistent Interface

When started, Avalon greets you with its main pop-up menu and a blank document window. The main menu provides Open Look buttons to invoke graphics and symbol palettes, create new document windows, or quit the program. You can resize document windows using Open Look mouse techniques and simultaneously display as many document windows as your hardware supports.

Avalon's ease of use flows from its interface consistency. An object-oriented *selection-action* method directs the software. All distinct elements in Avalon are considered objects, including a sentence or paragraph of text, a drawn graphics object, a frame containing text and/or graphics, a page of a document, or an entire document.

To select an object, you click the left mouse button on the object. This is the simplest form of *selection-action*, but Avalon provides more complex methods. For example, names can be established for objects, or groups of objects, and then selected by name from a scroll box. After selecting an object, you pop up a menu, similar to those in Interleaf, associated with the object by pressing the right mouse button. The list of available actions varies, depending on the type of object selected.

All text is entered into frames in a document window which can be created, deleted, resized, and moved so that text can be repositioned and reshaped. There are two types of frames in Avalon: closed and linked. Closed frames accept a fixed amount of text and can be used for such tasks as creating headers and footers. If you fill a closed frame and continue to type, a warning message appears. Linked frames are connected to other frames. As you fill a linked frame to capacity, the text flows into the next frame in the link order.

You can have multiple link orders within a document and can name your link orders to operate on the frames within them as a group. A handy split operation lets you split a single frame into two or more linked frames in either horizontal or vertical fashion, making multiple-column documents a snap. Avalon also supplies an easy-to-use frame alignment option to line up frames with one another.

Text Formatting

Once you have text in your document the text actions menu can be used to format the text. Avalon provides up to 36 fonts as well as underlining and strikethrough capabilities. Additional paragraph-related functions, such as setting the interline spacing, justification, before- and after-paragraph spacing are also included. Avalon is also flexible in how you specify spacing parameters: you can use leading, baseline spacing, or blank lines.

On a higher level, Avalon operates on entire pages. The operations available include moving, deleting, and sizing pages. Various page properties can be set, including numbering and orientation. A page template consists of the page's property information, dimensions, locations, names of any frames on the page, position of the frames in the link order, and any text within a closed frame. Zooming is perhaps the most distinct page option in Avalon: if you find type to small to read, you can zoom up to 500 percent magnification.

Paragraph labeling allows control over sets of text objects, similar to Interleaf "components" and Frame "tagged paragraphs." In Avalon, a paragraph can be created as a member of an existing set by specifying the name of the set. For example, I opened a new document and created 12 different paragraph labels including para1, section, and subsection. Avalon keeps track of the labels in the Select Label dialog box.

Each labeled paragraph has its own properties that are formatted in the Paragraph Properties dialog box using a combination of pushbuttons and text-entry boxes. The dialog box is unintimidating and uses understandable English terms. Properties include label name, first line indentation, paragraph margins, inter-paragraph spacing, leading, left and right justification, kerning, and automatic hyphenation. A paragraph can be specified to stay with the next paragraph, but there is no way to adjust the number of orphaned lines on a paragraph-by-paragraph basis.

REVIEW HIGHLIGHTS

Avalon Publisher
Elan Computer Group, Inc.
888 Villa St., 3rd Flr.
Mountain View, CA 94041
415-964-2200
e-mail: `sales@elan.com`

Inexpensive and easy to use. Works well within the Open Look environment. Solid user interface.

Only adequate graphics. Little support for mathematical equations. Table of contents and index features need improvement.

Version: *1.1*
Systems: *Sun-3, -4, and SPARCstations running SunOS 4.0 or later.*
Licensing: *Floating license.*
Price: *$995 per license.*
Support: *10 a.m. to 8 p.m. EST, Monday through Friday, or via e-mail* (`support@elan.com`).
Warranty: *30 days.*

Beyond Formatting

Automating routine, but complex, tasks is important in a DTP package. Indexing, table of contents generation, footnotes, and templates are typical areas that a good DTP package automates as much as possible. Unfortunately, these tools take time to develop and mature, as evidenced in FrameMaker's 1.xx releases. Avalon fits into this early mode as well, but its main problem results from attempts to reconcile all tasks to the selection-action metaphor.

Indexing in Avalon is particularly difficult. To make an index, an ASCII file must be created with an editor such as `vi`, `emacs`, or Avalon itself in ASCII mode. The text file must contain the list of words that you want indexed, a technique often used by a master of the troff `mm` macros. When the word list is complete, select the Create Index menu item, specify the word list file, and Avalon will do the rest. Combining interactive word selection with text entry dialog boxes would have been a better method.

continued

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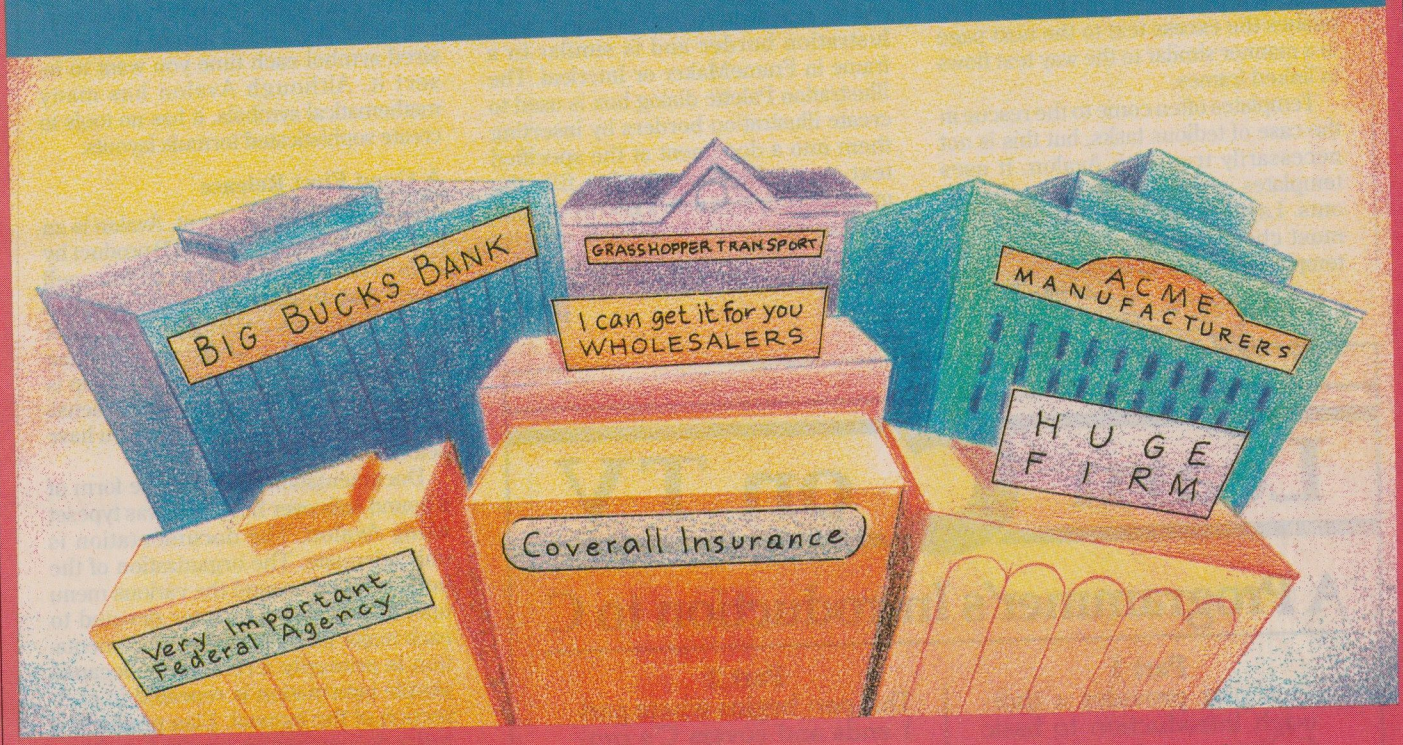

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DIGITAL. THE OPEN ADVANTAGE.

The approach to creating a table of contents is just as awkward. You make a set of paragraphs with a label such as HEADING, but when Avalon converts the paragraph sets, whole paragraphs get copied into the table of contents document. Unlike FrameMaker, Avalon doesn't have any concept of sections and subsections. You can build these by using templates, but this is work you shouldn't have to do.

Avalon's handling of footnotes is a redeeming factor. It allows footnotes to be inserted from the Text Selection menu. When the footnote option is selected, a space opens up at the bottom of the page. Avalon marks the area with a special footnote symbol where the text is entered. If the text exceeds the available space at the bottom of the page, Avalon pushes the excess text to the next page in a manner similar to the way text flows in linked frames.

Templates often come to the rescue in the case of tedious tasks, but this is not necessarily true with Avalon. It uses templates in groups, which it calls layouts. Layouts are fairly awkward. You must choose a layout and assign the templates from it to various pages of a document before they take effect. A more powerful page layout control mechanism is needed, with some way to bind templates to physical page numbers or page types. The master page method in FrameMaker comes to mind.

Basic Graphics

Avalon provides basic graphics tools, with 11 drawing options, including lines, circles, ellipses, bezier curves, and text. You can group and ungroup graphical objects, turn on grid snap, change line widths, add fill patterns, and insert bitmaps and encapsulated PostScript files. In general, Avalon's graphics don't allow a lot of flexibility, but are adequate for simple drawings.

The canvas in Avalon is called the illustration border and is similar to a frame in FrameMaker or Interleaf. The Illustration Palette dialog box is used to create illustration borders by inserting them into a document at the specified text cursor location. Avalon fills the graphic work area with a grid by default. You can specify any reasonable scale for the grid, or hide it with features accessed via the Illustration Palette.

If you find Avalon's graphics lacking, you'll think highly of its file exchange filters. Avalon imports various file formats, including X Window Dump, Sun raster, PCX, TIFF (tagged-image file format), MacPaint, and Encapsulated PostScript. Avalon also has its own screen capture, which supports both windows and screen regions. After an image is captured, it can be imported directly into the software.

Symbol support is fairly simple in Avalon. Symbols are inserted into text or an illustration via selection from the Symbol Palette. The palette has Greek and mathematical symbols, the usual array of dingbats, and foreign characters. Too bad there is no way to re-map the keyboard to provide easy entry of symbol characters–you have to click the mouse on the desired symbol each time you want to insert it. Although Avalon has many mathematical symbols, it has no tools to create sophisticated formula layouts.

A Good First Release

Above any other comment, Avalon is an excellent first crack at a DTP product by Elan. There are complete online spell check and thesaurus options that use either American or British spellings. A minimum number of widow or orphan lines per page can be specified. Help is somewhat limited, but is context-sensitive based on the type of object you have selected.

Documentation comes in the form of a bound softcover book that was typeset using Avalon. The documentation is only adequate. The organization of the book is based around the various menu operations, with a chapter devoted to each major menu item. The documentation is primarily a reference, because simple information is repeated in each section of the manual. Elan promises a major documentation rewrite for release 2.0 of the product.

Avalon is a good product, but shows signs of its youth. It will be useful to anyone new to desktop publishing, or anyone with simple DTP needs.

The factor that impresses me most about Avalon is its simplicity. Once you understand the basic selection-action method and object hierarchy, you're set to do just about anything you want. With time, Avalon can only get better. You may not want to wait, however, as it's one of the best buys in UNIX desktop publishing today. ■

Keith Edwards is a doctoral student in computer science at the Georgia Tech Multimedia Computing Group. He has been a consultant to several companies over the past five years, specializing in UNIX and X Windows.

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CIRCLE NO. 90 ON INQUIRY CARD

Update by Frank Hayes

WHO'S IN CHARGE OF INTERNATIONAL STANDARDS?

Who really sets international standards? Organizations from more than 80 different countries participate in formal international technical standards activities. They're not all active to the same degree, of course. Some from small nations function as little more than observers, while those from larger industrial countries are heavily involved.

It's no real surprise that the United States, Germany, Japan, France, Britain, and other countries with major producers of computers, take an active role in international standardization efforts. But do we really need so many standards organizations at the national and international levels? It may seem like a case of too many cooks spoiling the soup–after all, all that complexity means that international technical standards take years to develop.

But with standards groups ranging from official government agencies to private organizations, such as the American National Standards Institute (ANSI), international standards help solve the delicate political question of "who's in charge." If a standard is developed by only one country's national standards organization, it may be politically impossible, or even illegal, for those from other nations to participate. The international standards process gives each country an opportunity for its own say on how standards will be created.

The ISO View

In some respects, technical standards are similar to other international agreements. For example, the Berne Copyright Convention is an international agreement that sets standards for copyright protection. The Geneva Convention sets standards for treatment of prisoners of war.

Technical standards belong to a slightly different category. While treaties affect national laws, technical standards are also subject to the laws of physics and engineering. That means international technical standards must be combed through in exhaustive detail until all possible bugs have been found–both legal *and* technical.

Perhaps the most important technical standards organization is the one known in English as the International Standards Organization, or ISO. ISO consists of national standards organizations from 86 different countries; 72 are regular members and 14 are correspondent members that can observe at committee meetings.

The international process gives each country a voice

But many of the standards that bear ISO's name are actually developed jointly by ISO and another standards organization, the International Electrotechnical Commission, or IEC. The IEC specializes in electrical and electronics standards and consists of 39 national organizations concerned with electrical and electronics standards.

To avoid overlapping standards and duplicated efforts in areas where both ISO and IEC have interests, the two organizations have created a system of joint technical committees, steering committees, and working groups. Most computer-related international standards are specified under this system. For example, Joint Technical Committee 1, Steering Committee 21 (JTC1 SC21) is responsible for the OSI (Open Systems Interconnect) networking standards, while Posix is the work of Steering Committee 22, Working Group 15 (JTC1 SC22 WG15).

Nuts and Bolts

Who actually does the work on these international standards committees, and what do they do? Typically they're representatives of national standards organizations who are also specialists in an appropriate technical area. ISO working groups actually meet once every six months. Between meetings the members continue to work privately. A standards committee spends most of its time sifting through the details of a draft document, trying to resolve problems and objections, and incorporating comments that have been made by others.

Though far from glamorous, the work is certainly important. However, it's also expensive (international travel isn't cheap), and done entirely on a voluntary basis. These factors tend to limit membership in standards committees to representatives of countries (or, sometimes, companies) that can afford to send top technical people around the world twice a year.

In a few cases, the standards committee is actually trying to define a new set of standards, which can be an extremely complex task. For example, ISO has been working for several years to develop a set of specifications for OSI, a standard for networks.

Unfortunately, the completion of the OSI standard is not happening very quickly. The first step was relatively easy–a generalized seven-layer model for networks. But the project has bogged down in the process of specifying each of the seven layers in detail. As a result, several different nations have filled in the gaps with their own "government OSI protocols," or GOSIPs–a series of mutually incompatible temporary versions. And some vendors have created networking systems that use the seven-layer model, but don't match the rest of the incomplete ISO OSI specification.

In most cases, though, standards committees are either trying to turn existing practice into a formal standard, or adopt an existing standard that has been developed by an ISO or IEC member organization. The working group spends

its time trying to specify exactly what the existing practice or standard is and what parts of it should be adopted as an international standard. That's the case with ISO Posix, which is being developed for ISO by ANSI. At this point, the first part of that standard has been approved by both ANSI and ISO.

In theory, ANSI should have completed its work on Posix as a U.S. national standard before submitting it to ISO. But to save time, as sections of the Posix standard are completed, they're sent to ISO for review and comment. That way, any problems spotted by ISO's Posix working group can be repaired before the draft is formally submitted for ISO standardization.

No one group has complete control of standards

Even the Small Contribute

At this point, it may sound like the international standards process is dominated by the few large, rich nations that can afford to participate. If that's the case, why can't engineers from those countries just get together and set standards?

The simplest reason is that smaller countries *aren't* shut out of the process. Though they may not be represented in working groups, they do have the right to comment and vote on draft standards, which gives them much more input than they'd have into privately developed standards.

It's easy to forget that while a few countries develop computer systems, those systems have to meet the needs of a much wider range of users. UNIX, for example, was developed by a U.S. company, AT&T, primarily for its U.S. customers. As a result, UNIX is U.S.-oriented in many ways. For example, UNIX and its utilities are designed for ASCII characters and using other character sets, such as Arabic or Kanji, creates a nightmare for developers. Translating system messages into a different language requires completely recompiling the operating system in many cases.

Those weren't critical considerations for the Bell Labs researchers who first devised UNIX, even though they intended it to be a "portable" operating system. Even when U.S. companies ported UNIX and application software to languages that couldn't use the ASCII character set, they viewed the resulting complications as exceptions, not the usual situation.

But non-ASCII character sets and messages are exactly the sort of issue that international standards committees concern themselves with. In the interest of using computers to get work done efficiently, standards groups from non-English-speaking countries don't want to force their users to compute in a foreign language–regardless of the cultural blind-spots of U.S. engineers.

...Then Why National Standards?

If international standards work so well, why do we need *national* standards bodies? National standards organizations have a different job than the international system–they look out for their own countries' needs and economic interests.

In some cases, nationally developed standards are intended to support national industries. For example, the German national standards organization, DIN, is a familiar name to many computer users because of "DIN-style" electronics connectors that meet the German specifications. DIN is also well known for its standards for cameras and photographic equipment.

In other cases, national standards may be intended for use only within one country. Japan, China, Taiwan, and North and South Korea all have their own standards for computer character sets. Each of these countries uses a variation on Han characters, the ideographic (picture-based) writing originally from China. But because a character can have a different meaning or use in each culture, each country needs its own national standard–not really for international use.

Other Players

Along with ISO, IEC, and their joint technical committees, there are more specialized international groups that develop standards. Perhaps the most important of these to UNIX users is the Comite Consultatif International de Telegraphique et Telephonique, or CCITT. CCITT develops "recommendations" (rather than official standards) for telecommunications and messaging. CCITT members are national telephone companies, with one representative from each participating country. Among the CCITT recommendations important to UNIX users are the X.400 recommendation for message handling, X.500 for message addressing, X.25 for packet switching, and the V. series of standards for modems.

Finally, there are "unofficial" standards groups, such as the X/Open Company. X/Open was organized by computer vendors to develop open systems computer standards. It selects standards, then develops tests to make sure systems can match those standards.

How does X/Open's approach differ from those of conventional standards organizations? For one thing, it's faster. Without the endless meetings, drafts, and ballots of ISO committees, X/Open seems to work much more quickly than regular standards groups. But that's a misleading impression. One of the reasons X/Open works so fast is that it uses many standards that have already been created by other groups–including ISO. X/Open is also heavily geared toward commercial uses–it's an organization created by and for vendors. It tends to focus on product needs, rather than broader standards requirements. Those differences point to the fact that X/Open represents only one part of the need for international standards.

The Big Mix

Who's ultimately in charge of international standards? Large and small nations both have their say in ISO and IEC. Specialized industries such as telecommunications play their part in groups like CCITT. Vendors can have their own chance through unofficial groups such as X/Open.

In short, no single group has complete control of international standards, which is both the strength and the weakness of the way the standards are created. No *one* is in charge, so ironing out the details of every standard requires the slow, painstaking process of improving drafts and voting on the results.

Because no single group or country controls the process, international standards groups can make their selections from the widest possible range of choices. The many, sometimes-competing, sometimes-cooperating groups borrow heavily from each other, correct each others' mistakes, and challenge each others' assumptions. If the advantage of standards really is that there are so many of them, specialized private groups like X/Open make a useful complement to ISO, IEC, CCITT, and national standards organizations. As a result, the standards they produce are useful to the widest possible mix of users. ■

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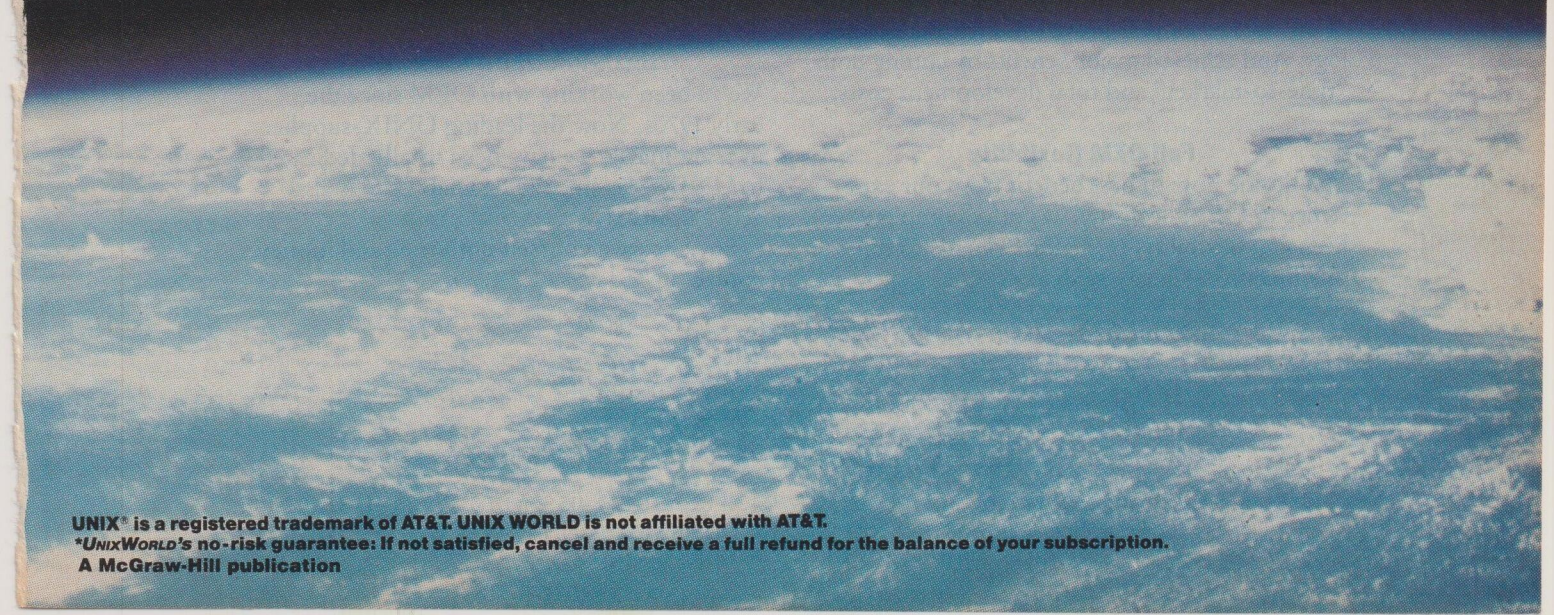

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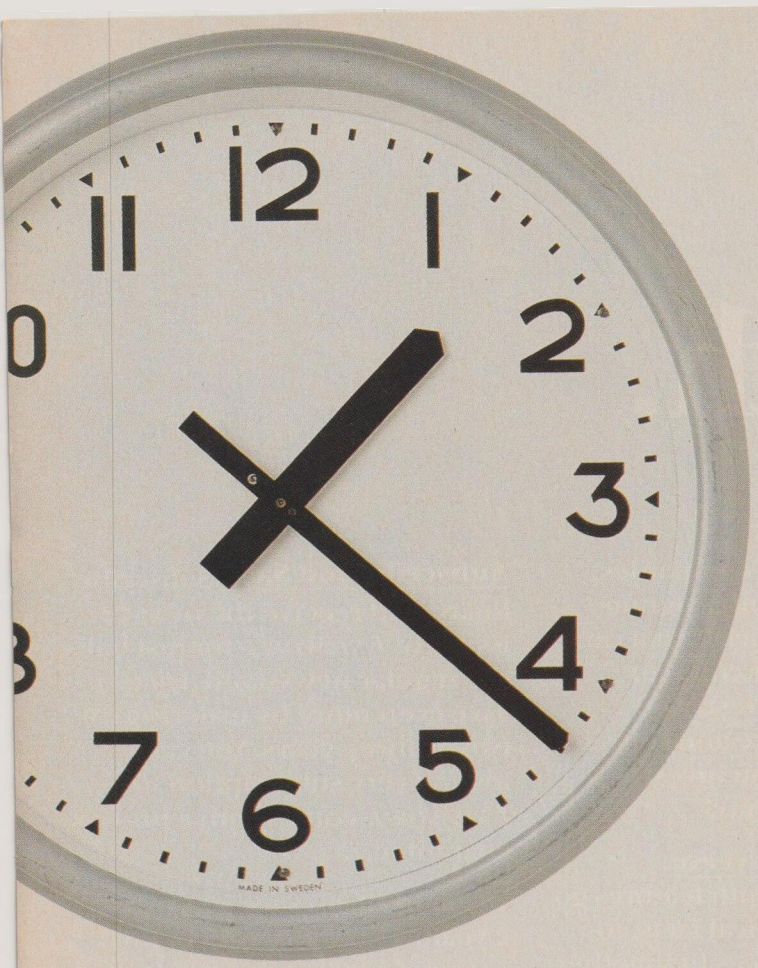

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NEW WAYS TO LOCK FILES AND RECORDS

New techniques for securing information within applications used by multiple users

By W. Richard Stevens

W. Richard Stevens is an independent consultant and an author whose next book is about advanced UNIX programming. This article is copyright by W. Richard Stevens in Tucson, Ariz. Portions of this article are adapted from his book, *UNIX Network Programming*, Copyright 1990 by Prentice Hall, and used with permission.

What happens when two processes try to update the same record in a database at the same time? Chaos can result if some type of record locking isn't used. When multiple processes need to share a resource such as a database, it is essential that some form of mutual exclusion exist so that only one process at a time can access the resource. One means of accomplishing this is through file or record locking. File locking prevents an entire file from being updated by more than one process and record locking allows a process to lock a specified portion of a file.

File and record locking under UNIX systems have been accomplished using various techniques. Early programs including UUCP and line printer daemons used different tricks to exploit characteristics of file system implementation. These methods were slow, however, and better techniques were needed for the database systems that were being implemented in the early 1980s.

In this article you'll learn techniques for different levels of file locking such as mandatory vs. advisory. You'll also see how current standards address file and record locking, and how they are implemented under System V and BSD 4.3.

In the Beginning...

In 1983, BSD 4.2 provided file locking with its `flock()` function. The 1984 version of XENIX for the IBM PC AT provided record locking through the `locking()` function. The 1984 /usr/group Standard defined the `lockf()` function. In 1984, System V Release 2 provided record locking through the `fcntl()` and `lockf()` functions.

Today, both the IEEE Standard 1003.1-1988 (Posix.1) and the X/Open Portability Guide Issue 3 (XPG3, 1988) specify that record locking be provided through the `fcntl()` function. Table 1 summarizes the different types of locking provided by the various standards and UNIX implementations.

For example, with the BSD line printer daemon, the process that places a job in the print queue to be printed at a later time by another process also assigns a unique sequence number to each print job. The process ID cannot be used as a sequence number, because it is possible for a print job to exist long enough for a given process ID number to be reused. The BSD print spooler has a file for each printer consisting of a single line that contains the next sequence number in ASCII. Each process that needs to assign a sequence number goes through four steps: it reads the sequence number file, it uses the number, it increments the number, and writes it back to the file.

In the time it takes a single process to execute these four steps, another process can perform the same steps. The result can be chaos. The solution is for a process to set a lock that says no other process can access the sequence number file until the first process has completed.

Listing 1A shows a simple program that illustrates the four steps. It calls the function `my_lock()` to lock the sequence number file at the beginning, and the function `my_unlock()` to unlock the file when it's done. To see what happens when locking is not used, Listing 1B shows a version of these two functions that provides no locking at all.

Listing 1C shows sample output from the Listing 1A `main()` and Listing 1B lock routines, after the sequence file has been initialized to contain a 1 (one). When the program (named `a.out`) is run twice using the shell command `a.out & a.out &`, you get output similar to that shown in Listing 1D, assuming you reset the sequence number to one

first. The output has been reformatted into two columns and spaces have been inserted between the consecutive lines of output from each process to make it more readable.

The result we have in Listing 1D is not what we wanted. The first process (PID 186) reads the file and prints its value (1). Before this value gets incremented and written back to the file, the second process (PID 187) reads the file and uses the CPU while it updates the sequence number to 10. Only then does the first process run again, resetting the sequence number back to 2. This occurs because the operating system has switched between the two processes somewhere in the middle of the four steps that update the sequence number. Note that each process reads, increments, and writes the sequence number file twenty times, creating exactly forty lines of output, but the sequence number continues to be incremented and reset to some earlier value by the other process. A way to allow a process to "lock out" other processes from accessing the sequence number file while it's updated is needed to avoid this situation.

Advisory vs. Mandatory Locking

Advisory locking means that the operating system knows which files have been locked by which processes. If a process has adequate permissions, it can ignore an advisory lock and write to a file that is locked.

Advisory locks are fine for cooperating processes. The programming of most system daemons is an example of cooperative processes–the programs that access a shared resource, such as the sequence number file, are under control of the system administrator. In our example, as long as the actual file containing the sequence number is not writeable by any process, a random process cannot write to the file while it is locked.

The other type of file locking, mandatory locking, is provided by some systems. Also referred to as enforcement-mode locking, mandatory locks mean that the operating system checks every **read()** and **write()** system call to verify that the operation does not interfere with a lock held by a process.

Posix.1, XPG3, SVR2, and BSD 4.3 only provide advisory locking. SVR3 and SVR4 are the only implementations that allow both advisory and mandatory locking. SVR3 and SVR4 institute advisory locking by default. To enable mandatory locking for a particular file, you must disable the group-execute bit and enable the set-group-ID bit for the file. Normally it makes no sense to have the set-group-ID bit on for a file without having the group-execute bit on as well. Therefore, the mandatory locking option was added to SVR3 in this way, without affecting any existing user software or requiring new system calls. (Regardless, many people think it's a kludge to add a

TABLE 1: Types of locking supported by various standards and UNIX system implementations.

	advisory	mandatory	fcntl()	lockf()	flock()
Posix 1003.1	x		x		
X/Open XPG3	x		x		
System V R2	x		x	x	
System V R3	x	x	x	x	
System V R4	x	x	x	x	
BSD 4.3	x				x

LISTING 1: Routines that demonstrate our locking example.

A. The **main()** *routine, used to read, display, increment, and write the updated sequence number:*

```
#include    <stdio.h>
#include    <sys/types.h>
#include    <fcntl.h>
#include    <unistd.h>
#define SEQFILE "./seqno"       /* file containing sequence no. */
#define MAXBUFF    4            /* max. size of seq. number +1 */
#define MAXCOUNT   20           /* max. seqno number count */
void    my_lock(), my_unlock(); /* keep lint happy */

main()
{
    char    buff[MAXBUFF + 1];  /* sequence number buffer */
    int     fd,                 /* sequence file descriptor */
            i,                  /* loop counter */
            n,                  /* byte count storage */
            pid,                /* process-id number storage */
            seqno;              /* current sequence number value */

    pid = getpid();     /* get PID for this process */
    if ((fd = open(SEQFILE, O_RDWR)) < 0) {
        fprintf(stderr, "Can't open %s\n", SEQFILE); exit(1);
    }
    for (i = 0; i < MAXCOUNT; i++) {
        my_lock(fd);                /* lock the file */
        lseek(fd, 0L, SEEK_SET);    /* rewind before read */
        if ((n = read(fd, buff, MAXBUFF)) <= 0) {
            fprintf(stderr, "read error\n"); exit(2);
        }
        buff[n] = '\0';     /* null terminate for sscanf */
        if ((n = sscanf(buff, "%d\n", &seqno)) != 1) {
            fprintf(stderr, "sscanf error\n"); exit(3);
        }
        printf("pid = %d, seq# = %d\n", pid, seqno);
        seqno = (seqno + 1) % 1000; /* next sequence number */
        sprintf(buff, "%03d\n", seqno);
        n = strlen(buff);
        lseek(fd, 0L, SEEK_SET);    /* rewind before write */
        if (write(fd, buff, n) != n) {
            fprintf(stderr, "write error\n"); exit(4);
        }
        my_unlock(fd);              /* unlock the file */
    }
}
```

B. Dummy locking functions which perform no locking:

```
void my_lock(fd)
int fd;
{
    return;
}

void my_unlock(fd)
int fd;
{
    return;
}
```

continued

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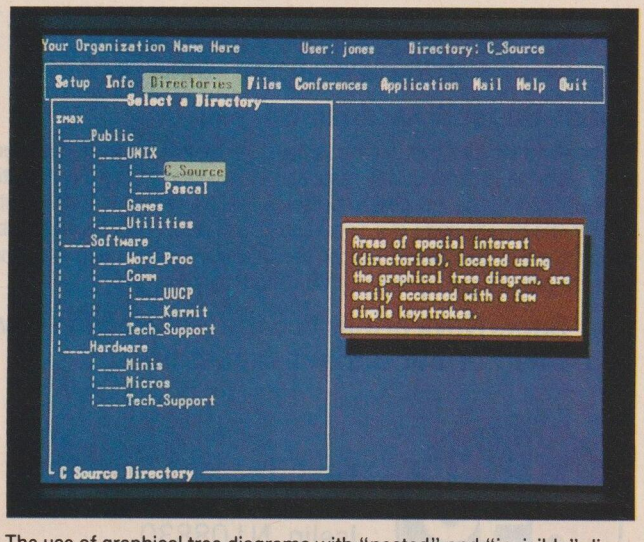

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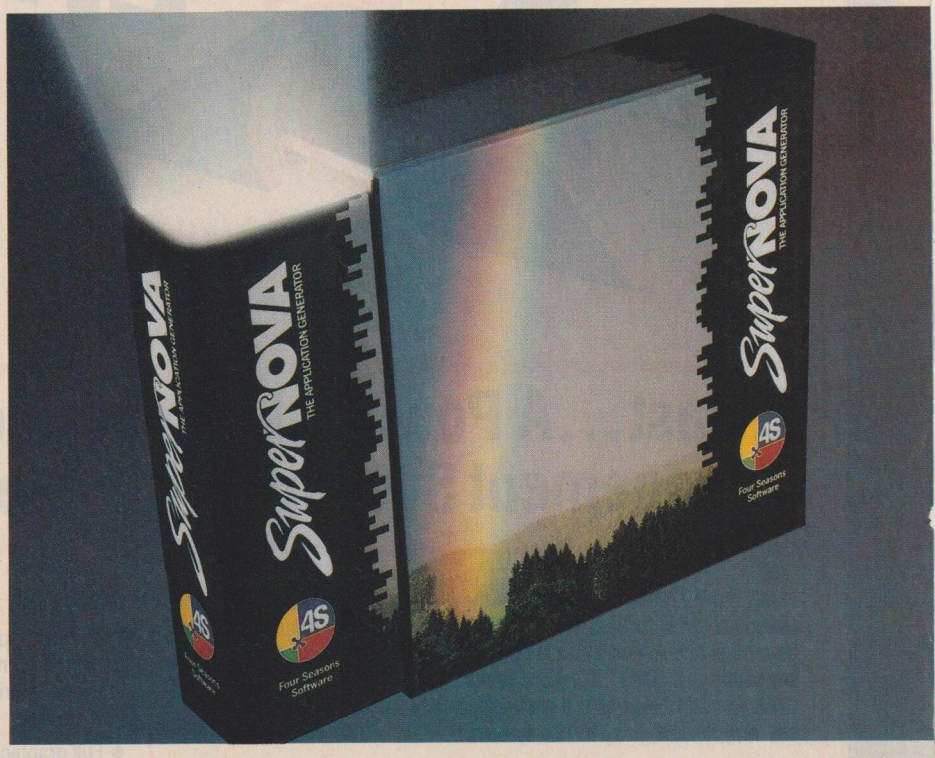

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feature in this manner.) The **ls** command on SVR3 was enhanced to look for this special combination of file permission bits and display a lower-case "l" in the group-execute symbol position if the file is marked for mandatory locking.

File vs. Record Locking

The factor that differentiates record locking from file locking is its ability to lock a specified portion of a file. The term record locking is derived from other operating systems that enforce a record structure on disk files. In UNIX, a record is specified with a starting byte offset in the file and the number of bytes from that position. A better term for the UNIX variant is range locking, because the UNIX kernel does not support the concept of records. A locked record is actually a range of the file that is locked; whether this range has any resemblance to a record is up to the application.

Record locking under UNIX implies file locking because you can specify a record that consists of an entire file. File locking, however, does not imply record locking. The BSD 4.3 **flock()** function provides only file locking. However, all the other functions we describe in this article provide both options.

Record Locking using fcntl()

Listing 2A shows the prototype for the **fcntl()** function when it's used for record locking. The third argument is a pointer to a **flock** structure. This structure contains the type of lock (**l_type**) and the portion of the file that is being locked (**l_whence**, **l_start**, and **l_len**). The **l_whence** and **l_start** values are similar to the third and second arguments, respectively, of the **lseek()** function. If **l_whence** and **l_start** point to the beginning of the file, and if **l_len** is zero, the lock covers the entire file.

A read lock (**F_RDLCK**) is also called a shared lock and a write lock (**F_WRLCK**) is called an exclusive lock. Any number of processes can have a shared lock on the same range, but a shared lock prevents another process from obtaining an exclusive lock on a range. The file must be open for reading to obtain a read lock, and the file must be open for writing to obtain a write lock. The only time a process can get an exclusive lock on a range is when no other process has any type of lock on that range. Furthermore, while a process has an exclusive lock on a range, it prevents any other process from obtaining any type of lock on that range.

A shared lock allows you to read a file and ensures that no other process will change the data while you're reading, but will allow others to read the same portion of the file. On the other hand, if you're writing to a file you should have an exclusive lock.

If you don't want to block (wait) while you're trying to set a lock, the **F_SETLK** command should be used. If the **fcntl()** call would block, return is made with **errno** set to either **EACCES** or **EAGAIN**. Typically, however, most applications use **F_SETLKW**, which causes the process to block until the lock can be performed.

An example of a non-blocking lock is one in which a daemon assures that only a single copy of it is running. When the daemon starts, it executes a non-blocking lock on a specified file. If the lock succeeds, then the daemon is the only

Listing 1 continued

C. Sample output used when running one update process:

```
$ a.out
pid = 118, seq# = 1
pid = 118, seq# = 2
pid = 118, seq# = 3
[ 15 more lines of output ]
pid = 118, seq# = 19
pid = 118, seq# = 20
$
```

D. Sample output obtained when running two update processes simultaneously (by invoking **a.out & a.out &***). The results shown were obtained by reformatting the actual output into two columns with blank lines added to help distinguish the different processes:*

```
pid = 186, seq# = 1          pid = 186, seq# = 10
                             pid = 186, seq# = 11
pid = 187, seq# = 1
pid = 187, seq# = 2          pid = 187, seq# = 6
pid = 187, seq# = 3          pid = 187, seq# = 7
pid = 187, seq# = 4          pid = 187, seq# = 8
pid = 187, seq# = 5          pid = 187, seq# = 9
pid = 187, seq# = 6          pid = 187, seq# = 10
pid = 187, seq# = 7
pid = 187, seq# = 8          pid = 186, seq# = 12
pid = 187, seq# = 9          pid = 186, seq# = 13
pid = 187, seq# = 10         pid = 186, seq# = 14
                             pid = 186, seq# = 15
pid = 186, seq# = 2          pid = 186, seq# = 16
pid = 186, seq# = 3          pid = 186, seq# = 17
pid = 186, seq# = 4          pid = 186, seq# = 18
pid = 186, seq# = 5          pid = 186, seq# = 19
                             pid = 186, seq# = 20
pid = 187, seq# = 5
                             pid = 187, seq# = 11
pid = 186, seq# = 6          pid = 187, seq# = 12
pid = 186, seq# = 7          pid = 187, seq# = 13
pid = 186, seq# = 8          pid = 187, seq# = 14
pid = 186, seq# = 9
```

LISTING 2: Locking routines using fcntl() for System V, Posix, and X/Open.

A. The **fcntl()** *function syntax:*

```
#include <sys/types.h>
#include <unistd.h>
#include <fcntl.h>

int fcntl(int fd, int cmd, struct flock *lockptr);

Values for cmd:

    F_SETLK   Set or clear lock (nonblocking)
    F_SETLKW  Set or clear lock (blocking)
    F_GETLK   Test for other locks

struct flock {
  short  l_type;   /* F_RDLCK, F_WRLCK, or F_UNLCK */
  short  l_whence; /* SEEK_SET, SEEK_CUR, or SEEK_END */
  off_t  l_start;  /* relative offset in bytes */
  off_t  l_len;    /* length in bytes; 0 means lock to EOF */
  pid_t  l_pid;    /* returned with F_GETLK */
};
```

continued

Listing 2 continued

B. Locking functions written using the **fcntl()** *Posix-compatible locking routines:*

```
#include    <sys/types.h>
#include    <unistd.h>
#include    <fcntl.h>

struct flock    lock;

void my_lock(fd)
int fd;
{
    lock.l_type    = F_WRLCK;    /* use exclusive write lock */;
    lock.l_whence  = SEEK_SET;   /* start is absolute byte offset  */
    lock.l_start   = 0;          /* start at beginning of file */
    lock.l_len     = 0;          /* lock entire file */
    if (fcntl(fd, F_SETLKW, &lock) == -1) {
        fprintf(stderr, "can't F_WRLCK\n"); exit(5);
    }
}

void my_unlock(fd)
int fd;
{
    lock.l_whence = SEEK_SET;
    lock.l_start  = 0;
    lock.l_len    = 0;
    lock.l_type   = F_UNLCK;     /* unlock entire file */;
    if (fcntl(fd, F_SETLK, &lock) == -1) {
        fprintf(stderr, "can't F_UNLCK\n"); exit(6);
    }
}
```

continued

copy running, but if it fails the daemon can exit, because it knows that a copy is already running. This technique is used by the BSD **lpd** daemon.

The final command is **F_GETLK** which can be used to determine if the lock pointed to by the third argument can be created or not. If the lock cannot be created, the process ID of the process holding the lock is returned in the structure.

Listing 2B shows a version of locking functions that use **fcntl()**. If we link these functions with the Listing 1A **main()** routine and run the resulting executable with the shell command **a.out & a.out &**, we get the result shown in Listing 2C. Blank lines have been inserted at the points when the process ID changes and the output is shown multicolumn. The results show how the locking example should work–the sequence number increments up to 40 in order, even though the active process changes numerous times.

The lockf() Function

System V provides a **lockf()** function often used for locking by application pro-

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grams. However, Posix.1 and X/Open have deprecated this function, and in most implementations `lockf()` is no more than an interface to `fcntl()`.

The main difference between `lockf()` and `fcntl()` is how the lock position is specified. The `lockf()` call establishes its locks from the current position of the file pointer, so a call to `lockf()` is usually preceded by a call to `lseek()`. With `fcntl()`, however, the lock's position is specified as part of the `flock` structure.

BSD 4.3 Advisory File Locking

BSD 4.3 provides advisory file locking using the `flock()` function. However, there is no relationship between the BSD `flock()` function and the structure of the same name that's used with `fcntl()`. This function applies to the entire file and there is no way to apply an advisory lock to a portion of a file.

Listing 3A shows the prototype for this function and the values for its *operation* argument. More than one shared lock can be applied to a file at any time, but a file cannot have both a shared lock and an exclusive lock, or multiple exclusive locks, at any time. This is similar to multiple locks with `fcntl()`. Listing 3B shows a version of locking functions that use the BSD 4.3 `flock()` function. To use Listing 3B with the `main()` function from Listing 1A on a

Listing 2 continued

C. Sample output using the `main()` *routine shown in Listing 1A and locking functions from Listing 2B after reformatting, as described in Listing 1D:*

```
pid = 308, seq# = 1          pid = 308, seq# = 22
                             pid = 308, seq# = 23
pid = 307, seq# = 2          pid = 308, seq# = 24
pid = 307, seq# = 3          pid = 308, seq# = 25
pid = 307, seq# = 4          pid = 308, seq# = 26
pid = 307, seq# = 5          pid = 308, seq# = 27
pid = 307, seq# = 6
pid = 307, seq# = 7          pid = 307, seq# = 28
pid = 307, seq# = 8          pid = 307, seq# = 29
pid = 307, seq# = 9          pid = 307, seq# = 30
pid = 307, seq# = 10
pid = 307, seq# = 11         pid = 308, seq# = 31
pid = 307, seq# = 12         pid = 308, seq# = 32
pid = 307, seq# = 13         pid = 308, seq# = 33
pid = 307, seq# = 14         pid = 308, seq# = 34
pid = 307, seq# = 15
                             pid = 307, seq# = 35
pid = 308, seq# = 16         pid = 307, seq# = 36
pid = 308, seq# = 17         pid = 307, seq# = 37
pid = 308, seq# = 18
pid = 308, seq# = 19         pid = 308, seq# = 38
pid = 308, seq# = 20         pid = 308, seq# = 39
pid = 308, seq# = 21         pid = 308, seq# = 40
```


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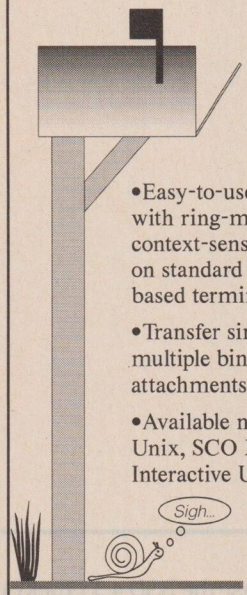

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LISTING 3: Locking routines for BSD 4.3.

A. BSD 4.3 advisory locking function syntax:

```
#include <sys/file.h>

int flock(int fd, int operation);

Values for operation:

    LOCK_SH             Shared lock (blocking)
    LOCK_EX             Exclusive lock (blocking)
    LOCK_SH | LOCK_NB   Shared lock (nonblocking)
    LOCK_EX | LOCK_NB   Exclusive lock (nonblocking)
    LOCK_UN             Unlock
```

B. Our locking functions written using the BSD 4.3 **flock()** *function:*

```
#include    <sys/file.h>

void my_lock(fd)
int fd;
{
    if (flock(fd, LOCK_EX) == -1) {
        fprintf(stderr, "can't LOCK_EX\n"); exit(5);
    }
}

void my_unlock(fd)
int fd;
{
    if (flock(fd, LOCK_UN) == -1) {
        fprintf(stderr, "can't LOCK_UN\n"); exit(6);
    }
}
```

LISTING 4: Our locking functions written using the link() system call.

```
#define LOCKFILE    "./seqno.lock"
#include    <errno.h>

void my_lock(fd)
int fd;
{
    int     tempfd;
    char    tempfile[30];

    sprintf(tempfile, "LCK%d", getpid());
    /*
     * Create a temporary file, then close it.
     * If the temporary file already exists, creat() will
     * just truncate it to 0-length, which is OK.
     */
    if ((tempfd = creat(tempfile, 0444)) < 0) {
        fprintf(stderr, "can't creat temp file\n"); exit(5);
    }
    close(tempfd);
```

continued

BSD 4.3 system, you must remove the reference to **<unistd.h>** and replace both occurrences of **SEEK_SET** with 0.

Other UNIX Locking Techniques

There are three features of the UNIX file system implementation that can be exploited to provide other types of locking. Techniques based on these features create and use an ancillary file to indicate if a process has the shared resource locked. If the ancillary file exists, the resource is locked by some other process, otherwise the calling process must create the ancillary file to lock the resource. The techniques use one of the following file system properties:

- The **link()** system call fails if the name of the new link to the file already exists.
- The **creat()** system call fails if the file already exists and if the caller does not have write permission for the file.
- Newer UNIX systems, including BSD 4.3 and System V, support options to the **open()** system call that cause it to fail if the file already exists.

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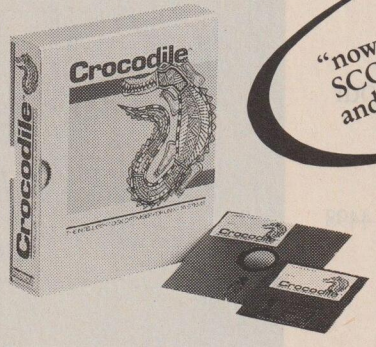

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Listing 4 continued

```
    /*
     * Try to rename the temporary file to the lock file.
     * This will fail if the lock file already exists
     * that is, if some other process already has a lock.
     */
    while (link(tempfile, LOCKFILE) < 0) {
        if (errno != EEXIST) {
            fprintf(stderr, "link error\n"); exit(6);
        }
        sleep(1); /* wait a second before trying again */
    }
    if (unlink(tempfile) < 0) {
        fprintf(stderr, "unlink error for tempfile\n"); exit(7);
    }
}
void my_unlock(fd)
int fd;

{
 if (unlink(LOCKFILE) < 0) {
        fprintf(stderr, "unlink error for LOCKFILE\n"); exit(8);
    }
}
```

LISTING 5: Locking functions written using the `creat()` system call.

```
#include    <errno.h>
#define LOCKFILE    "./seqno.lock"

void my_lock(fd)
int fd;
{
    int tempfd;

    /*
     * Try to create the lock file, with all write
     * permissions turned off.  If the lock file
     * already exists, the creat() will fail.
     */
    while ((tempfd = creat(LOCKFILE, 0)) < 0) {
        if (errno != EACCES) {
            fprintf(stderr, "creat error\n"); exit(5);
        }
        sleep(1);
    }
    close(tempfd);
}

void my_unlock(fd)
int fd;
{
    if (unlink(LOCKFILE) < 0) {
        fprintf(stderr, "unlink error for tempfile"); exit(6);
    }
}
```

cillary file and use it as an indicator that a process has a lock on some other file. This won't work because the **`creat()`** system call does not fail if the file already exists and is writeable by the calling process. If the file does exist, **`creat()`** truncates the file to zero length.

Another approach that doesn't work is to test if the ancillary file exists, and if not, to create the file. For example, using the command:

```
if ((fd = open(lockfile,0)) < 0)
  fd = creat(lockfile,0644);
```

This approach doesn't work because it requires two separate calls: one to test if a file exists–**`open()`**–and one to create the file if it does not exist–**`creat()`**. In the time between the two function calls, another process can do the same test and create the same file. When the first process that was interrupted runs again, it calls **`creat()`**, but no error occurs even though the file already exists.

Using `link()`, `creat()`, and `open()`

Our first correct implementation relies on the fact that **`link()`** fails if the name of the new link to the file already exists. **`link()`** takes an existing file name and creates another directory link to that file. A UNIX file can have any number of

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LISTING 6: Locking functions written using the open( ) system call with both O_CREAT and O_EXCL specified.

```
#include    <sys/types.h>
#include    <fcntl.h>
#include    <errno.h>

#define LOCKFILE    "./seqno.lock"
#define PERMS       0666

void my_lock(fd)
int fd;
{
    int tempfd;

    /*
     * Try to create the lock file, using open() with both
     * O_CREAT (create file if it doesn't exist) and O_EXCL
     * (error if create and file already exists).
     * If this fails, some other process has the lock.
     */
    while ((tempfd = open(LOCKFILE, O_RDWR|O_CREAT|O_EXCL,
                          PERMS)) < 0) {
        if (errno != EEXIST) {
            fprintf(stderr, "open error for lock file\n");
            exit(5);
        }
        sleep(1);
    }
    close(tempfd);
}

void my_unlock(fd)
int fd;
{
    if (unlink(LOCKFILE) < 0) {
        fprintf(stderr, "unlink error for lock file\n");
        exit(6);
    }
}
```

links, that is, names that refer to the same file. Unlike **creat()**, if the new path name specified by **link()** already exists, an error is returned and **errno** is set to **EEXIST**.

One technique is to create a unique temporary file with a name based on the process ID of the process. Once this file is created, we try to form another link to it, using the "well-known" name of the ancillary lock file. If the **link()** call succeeds, then the calling process has the lock, and the lock file is pointed to by two directory entries–the temporary file name based on the process ID and the well-known name of the lock file. The temporary file name can now be removed, leaving only a single link to the file. Listing 4 shows a version of the lock functions that use this approach.

The second technique takes advantage of the behavior that **creat()** returns an error (**EACCES**) if the file exists and write permission is denied. As mentioned earlier, **creat()** normally truncates an existing file to zero length if it already exists. But, if the file's access permissions don't allow writing to the file for the process calling **creat()**, it fails. There is one caveat to this technique in that this error is not returned if the process has superuser permissions, because the superuser can write to any file, regardless of the file's access permissions.

Our technique is to create a temporary lock file with all write permissions disabled. If the **creat()** succeeds, the calling process knows it has the lock and the sequence number file can be safely modified. The unlock operation removes the temporary lock file, because the **unlink()** succeeds if the caller has write permission in the directory. The caller does not need write permission for the file being unlinked. Listing 5 shows the lock functions that use this technique.

The third technique uses the option flags for **open()** that are provided by most recent UNIX systems, including System V and BSD 4.3. If both **O_CREAT** and **O_EXCL** are specified, the **open()** fails if the file already exists, otherwise the file is created. Posix.1 specifically states that the test for the existence of the file and the creation of the file if it doesn't exist, must be atomic with regard to other processes trying to do the same thing. Locking functions for using this technique are shown in Listing 6.

Points to Consider

There are many points to consider when using the three techniques discussed above:

1. The first two techniques should work with any UNIX system implementation.
2. These techniques take longer to execute than actual file locking functions, as multiple functions (such as **creat()**, **close()**, **link()**, and **unlink()**) are required, and several file system operations are performed.
3. An ancillary lock file is required, in addition to the file containing the resource that is shared. In our example, we need both the sequence number file and the ancillary lock file. Because the lock file must be created each time it is needed, a single file cannot be used.
4. Ancillary files such as a lock file might be left around after a system crash and some technique must be devised to accommodate this possibility by removing old lock files.
5. The **link()** function in the first technique cannot create a link between files on different logical file systems, so the temporary file cannot normally be placed in the **/tmp** file system. Many larger UNIX systems place the **/tmp** directory in its own file system.
6. The second technique does not work if the processes competing for the resource run with superuser privileges.
7. When the ancillary lock is owned by another process, the process wanting the lock doesn't know when to check again. In our examples we wait for one second. The ideal condition is for the process wanting the lock to be notified when the lock is available.
8. The process that obtains the lock can terminate, intentionally or unintentionally, without releasing the lock.

Cases four and eight require some technique for another process to determine when an existing lock is not in use. A common solution is to assume a timeout period based on the application (a few minutes, perhaps) and remove locks that are older than this. The last-access time or last-modify time in the **stat** structure for the lock file can be used to determine how long a lock has been around. Because this technique fails if the resource is in use for longer than the timeout period, a solution to this is to store the process ID of the process that has the lock in the lock file. This way, the **kill()** function, with a signal argument of zero, can be used to determine if the process is still in existence.

Given the potential problems with these older techniques, true record locking or file locking methods should be used when available. ■

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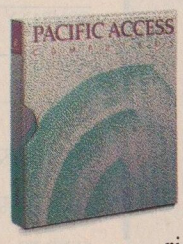

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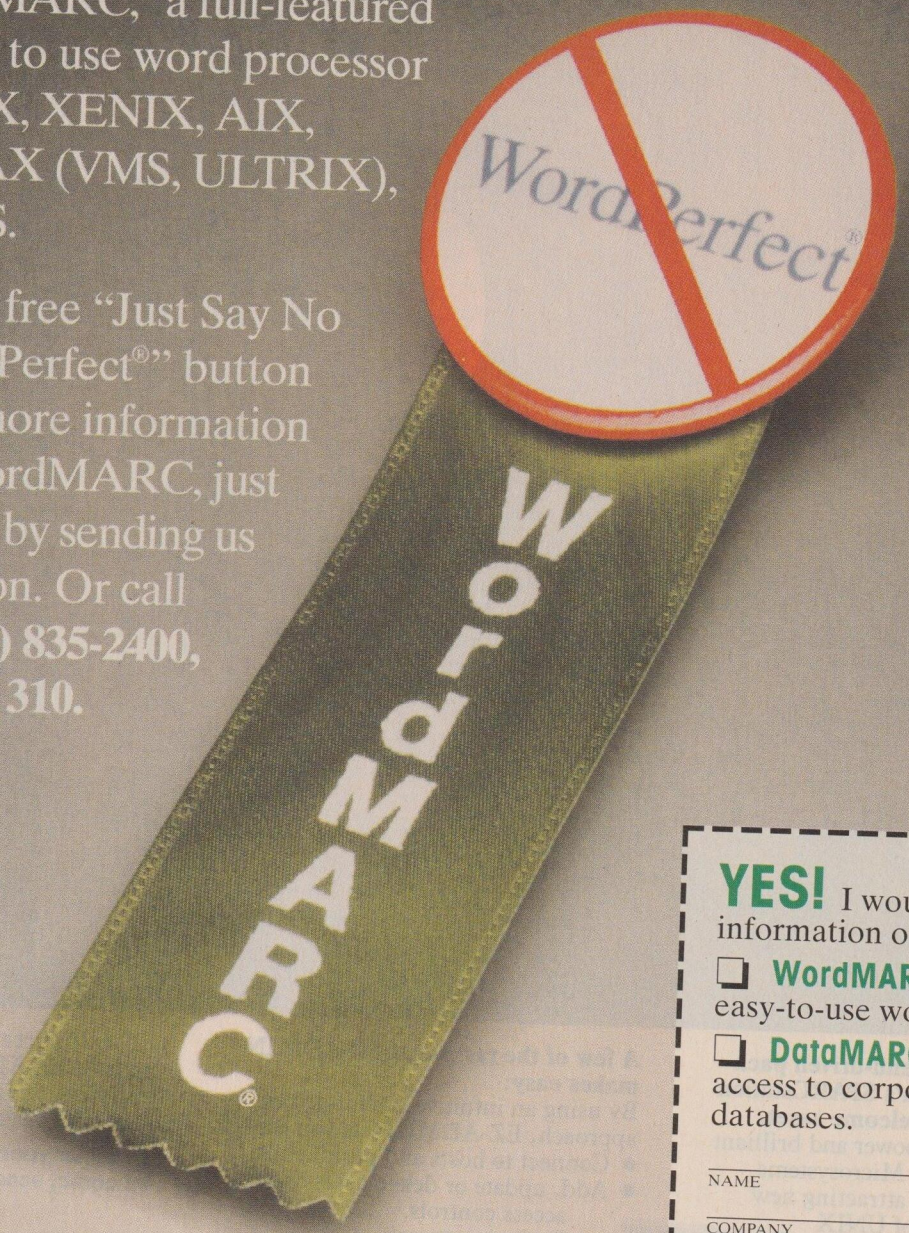

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Dr. Rebecca Thomas

WORD SPELL, SHELL STRING ROUTINES, BOURNE SHELL LOG

This month, Brian Hathaway contributes a useful little tool for spell checking one or more words interactively. Peter Lacey submits a script that provides some handy string manipulations useful in shell scripts. Rene Mount has a script useful for logging command lines entered by a Bourne shell user. Enjoy.

One Word at a Time

Dear Dr. Thomas:

Here is a shell script for doing a spell check on individual words entered either on the invocation command line or in response to a prompt. I find this program useful when I'm using an editor and want a quick check on a particular word.

The **ws**, word spell, script [see Listing 1] uses two temporary files: one contains the words to be checked and the other any misspelled words detected by the UNIX **spell** utility. These temporary files are removed by the **trap** command when the program exits "normally" or is interrupted by a signal. This script also passes options on to UNIX's **spell** program so that you can work with that command's full functionality. The script reports whether or not the words occur in the dictionary, which includes a user-specified "local dictionary."

The **ws** script was originally written and checked using UNIX System V, Release 3.1.1 on an AT&T 3B2/600.

Brian J. Hathaway
AT&T
Pittsburgh, Pa.

LISTING 1: You can wrap a script around the UNIX spell utility to check individual words. Here's one implementation:

```
 1  :
 2  # @(#) ws checks the spelling of words from the command line.
 3  # Author: Brian Hathaway, September 1990
 4  # Modified by Becca Thomas, March 1991
 5  # set -x # Uncomment for debugging
 6  # Define variables:
 7  Spellopts=""    # Must initialize spell options string to null
 8  TmpA=/usr/tmp/`basename $0`a$$  # temp file for input words
 9  TmpB=/usr/tmp/`basename $0`b$$  # temp file for misspelled words
10  Usage="Usage: $0 [spell-options] [word ...]" # document usage
11  # Trap to remove temporary files on exit:
12  trap 'rm $TmpA $TmpB 2>/dev/null;exit' 0 1 2 3 15
13  # Collect options for spell command:
14  for Arg in $*; do
15      case $Arg in
16          -*|+*)  Spellopts="$Arg $Spellopts"
17                  shift ;;
18      esac
19  done
20  # Collect words to check:
21  case $# in
22      0)  cat <<- EOF # use in-line redirection to display prompt
23          Enter words, one to a line.
24          Enter control-D to terminate input.
25  EOF
26          while read Word; do      # read word from stdin
27              echo $Word >>$TmpA  # append word to temp file
28          done ;;
29      *)  for Word in $*; do       # for word on command line
30              echo $Word >>$TmpA  # append word to temp file
31          done ;;
32  esac
33  # Leave program if no words to check:
34  [ ! -s "$TmpA" ] && { echo $Usage >&2; exit 1; }
35  # Create list of misspelled words
36  spell $Spellopts $TmpA > $TmpB
37  # Search misspelled list for each input word:
38  for Word in `cat $TmpA`; do
39          if fgrep -x $Word $TmpB >/dev/null; then    # word matched
40              echo "$Word is not in dictionary."
41          else                                        # not matched
42              echo "$Word is in dictionary."
43          fi
44  done
```

Strung Out

Dear Dr. Thomas:

As a self-taught UNIX user and shell programmer, I've found that the best way to learn UNIX is to constantly browse through the system and the reference manuals, understanding a little more each time. Until recently the only use I had for the **expr** command was to perform simple arithmetic. Then I stumbled upon a script that used **expr** to strip off the first character of a string. It occurred to me that, with a little work, I could develop a canned set of routines to perform some standard string functions that are lacking in the Bourne shell. So, I broke out the *User's Reference Manual*, opened to the **expr(1)** page, and wrote the script I named **string**. This script was developed and run under SCO XENIX 2.3.2 on a Dell System 325.

[*Doctor's notes:* Part A of Listing 2 depicts the source code for **string** and Part B shows sample usage.]

My **string** program requires one of four options and their arguments. The options specify the following behavior for **string**:

- **-n** tells **string** to return the length of the string as a decimal number.
- **-l** *N* has **string** return the left-hand *N* characters of a string. If the *N* is zero, no characters are returned. If *N* is greater than the length of the string, the entire string is returned without trailing spaces.

continued

■ **-r** *N* specifies that **string** return the right-hand *N* characters of a string. If *N* is zero, no characters are returned. If *N* is greater than the length of the string, the entire string is returned without leading spaces.

■ **-s** *N1 N2* causes **string** to return *N2* characters from the string starting at *N1*. If *N1* is greater than the length of the string, an error is returned. If *N1* + *N2* is greater than the length of the string, the right-hand substring starting at *N1* is returned.

Description of **string** *operation:* After setting a trap for termination signals and then defining error messages, **string** builds a series of functions and processes the command-line arguments. If available, **getopts(1)** is used to check for a valid command-line option letter. Note that **getopts(1)** doesn't process any option arguments, but is used to specify the appropriate function to be called later by **eval**. The functions themselves process all the remaining arguments.

Because three options take numerical integer arguments, we provide the **testint()** function to make sure the argument is valid. Here, **expr** will return a zero exit status (in **$?**) if the addition of zero is successful (because the argument is an integer).

The string manipulation functions use **expr** with the colon-matching operator (:). The first argument is the specified string and the second a regular expression. For **strlen()** the regular expression **'.*'** causes **expr** to return the number of characters in the string argument (stored in variable named **String**). The other functions use a regular expression consisting of the appropriate number of dots in escaped parentheses. In this case, **expr** returns a portion of the string. The dots are generated by the **makedot()** function under the direction of an integer argument.

For **getleft()** if the integer argument specifying the return character count is greater than the string length, the return count is fixed at the string length. With **getright()** the number of characters to discard is computed as the difference between the string length and the specified character count. This "exclude count" is used to generate the dots, so the remaining characters, if any, are returned.

The **substr()** function verifies that the starting value isn't greater than the string length.To make the return string include the starting value character, you need to subtract one from the starting argument value. Two regular expressions are constructed: one will match all

LISTING 2: Several string manipulation routines can be provided by appropriate use of the expr utility. Here's a handy shell wrapper to provide shell-level access to these routines.

A. Listing of the **string** *shell program:*

```
:
# @(#) string  Shell-level string routines
# Author: Peter Lacey, October 1990
#set -x # Uncomment for debugging
Program=`basename $0`   # This script's basename
# Display message when terminated by signal:
trap 'echo "$Program aborted"; exit 2' 1 2 3 15
# Define Correct usage message:
Usage="
\n$Program -n string ...\t\t(retrieve length of string)
\n$Program -l N string ...\t\t(get lefthand N characters of string)
\n$Program -r N string ...\t\t(get righthand N characters of string)
\n$Program -s N1 N2 string ...\t(get N2 characters starting at N1)"
# Define substring error message string
Error1="Left parameter for -s option is greater than string length."
#
#Function to display error message string and abort
errexit() {
    echo "Usage: $*" >&2
    exit 1
}
#
#Function to test if argument is an integer:
testint() {
    Int=$1
    expr $Int + 0 >/dev/null 2>&1
    [ $? -ne 0 ] && { echo "$Int not an integer" >&2; return 1; }
    return 0
}

# Function to generate dots for use in regular expressions
makedots() {
    Counter=$1
    while [ $Counter -gt 0 ]
    do
        echo ".\c"  # Use echo -n "." for BSD and SunOS
        Counter=`expr $Counter - 1`
    done
}

# Function to return length of string argument:
strlen() {
    [ $# -gt 0 ] || errexit $Usage
    String=$*
    expr "$String" : '.*'
}

# Function to return righthand N characters of string.
getright() {
    [ $# -gt 1 ] || errexit $Usage
    ReturnCnt=$1    # Number of characters to return
    testint $ReturnCnt || errexit $Usage    # Not integer
    shift
    String=$*       # String remains as argument
    StringLen=`strlen $String`
    ExcludeCnt=`expr $StringLen - $ReturnCnt`
    Dots=`makedots $ExcludeCnt`
    expr "$String" : "${Dots}\\(.*\\)"
}

# Function to return lefthand N characters of string.
getleft() {
    [ $# -gt 1 ] || errexit $Usage
    ReturnCnt=$1    # Number of characters to return
    testint $ReturnCnt || errexit $Usage    # Not integer
    shift
    String=$*       # String remains as argument
    StringLen=`strlen "$String"`
    [ $ReturnCnt -gt $StringLen ] && ReturnCnt=$StringLen
    Dots=`makedots $ReturnCnt`
    expr "$String" : "\\(${Dots}\\)"
}

```

continued

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characters up to, but not including, the starting value; the other will match all the characters to return. If the length of the combined regular expressions exceeds that of the the string, the function will return all characters not matched by the first regular expression, otherwise it returns only the characters matched by the second.

Peter Lacey
Trigen Energy Corp.
White Plains, N.Y.

The Security Hole

Because security is becoming more and more important to computer users and administrators, we are providing a minisection of this column devoted to UNIX system security contributions. Please look over the security tools on your system and see if you have any that would meet or could be changed to meet our publication guidelines.

Recorded History

Dear Dr. Thomas:

Sometimes we need to monitor the commands that a new UNIX user employs while logged in to our system.Whereas the C and Korn shell have built-in logging of command history, the Bourne shell does not. I've written a Bourne shell script that provides the logging function. This code was created and tested on a Unisys 5000/50 minicomputer that runs UNIX SVR2.

[*Doctor's note:* Listing 3 depicts the **cmdlogger** script that you would use as the start-up, or log-in, program for an account you wished to monitor. However, the **eval** command prevents the user from entering incomplete command lines. All interactive commands must be entered on the same line before the newline. *Caution:* A knowledgeable user could easily "break out" of the program; however, it serves its purpose for users who aren't adept at system cracking.]

The command history log is written to a file named with the date of the action which is located in a directory named after the user's log-in account, the parent directory of which is defined by the **Logpath** variable. The first trap command ensures that a logout entry is made upon script exit and the second trap performs a continue command in the while loop if the user tries to exit with a keyboard-generated interrupt or quit signal.

The while command is controlled by the two loop-control commands–**echo**, which displays a prompt, and **read**, which collects the user's response. If the user responds with an end-of-file command (control-D) or "exit," the read command returns false so that the loop terminates and the user is logged out. If the last line is used, the **kill** command specifies that a SIGHUP signal be sent to all processes in the current process group, most notably the log-in shell, so the user is logged out.

The user's command line is "expanded" by **eval** (parameter substitution is done) and sent to the standard output by **echo**. The **set** command places the standard output in positional parameters. The first parameter (**$1**) always contains "eval" so it's shifted out of the way. Each remaining parameter is checked for the pattern "*cmdlogger*", the log file path, "*sh*", and "*su*". If detected, the specified command is ignored. This step provides a minimal

Listing 2 continued

```
 74  # Function to return N2 characters of string starting at N1
 75  substr() {
 76      [ $# -gt 2 ] || errexit $Usage
 77      Start=$1            # starting location
 78      ReturnCnt=$2        # return count
 79      testint $Start || errexit $Usage
 80      testint $ReturnCnt  || errexit $Usage
 81      shift; shift
 82      String=$*
 83      [ $Start -gt `strlen "$String"` ] && errexit $Error1
 84      Start=`expr $Start - 1`
 85      Dots1=`makedots $Start`
 86      Dots2=`makedots $ReturnCnt`
 87      if [ `strlen "${Dots1}${Dots2}"` -gt `strlen "$String"` ]; then
 88          expr "$String" : "${Dots1}\\(.*\\)"
 89      else
 90          expr "$String" : "${Dots1}\\(${Dots2}\\)"
 91      fi
 92  }
 93  # Main program starts here:
 94  # Process command line options:
 95  if [ "$OPTIND" = 1 ]; then  # use getopts to check option letters
 96      getopts lrsn optletter
 97      case $optletter in
 98          l)  function=getleft ;;
 99          r)  function=getright ;;
100          s)  function=substr ;;
101          n)  function=strlen ;;
102          \?) errexit $Usage ;;
103      esac
104      shift `expr $OPTIND - 1`    # shift away option letter
105  else    # Can't use getopts
106      case $1 in
107          -l) function=getleft; shift ;;
108          -r) function=getright; shift ;;
109          -s) function=substr; shift ;;
110          -n) function=strlen; shift ;;
111          -?) echo "Unrecognized option: $1"; errexit $Usage ;;
112      esac
113  fi
114      case $# in
115          0)  errexit $Usage ;;           # No arguments specified
116          *)  [ -z "$function" ] && errexit $Usage  # no option used
117              eval $function $* ;;        # evaluate the function
118      esac

B. Some sample usage examples:

$ string -n UNIX for the masses
19
$ string -l 8 UNIX for the masses
UNIX for
$ string -r 8 UNIX for the masses
e masses
$ string -s 8 5 UNIX for the masses
r the
$ string -s 17 10 UNIX for the masses
ses
$
```

LISTING 3: You can design a custom account start-up program to restrict a user's activities that logs all command lines entered by a user and executes "safe" commands.

```
:
# @(#) cmdlogger  Monitor user activity
# Author: Rene N. Mount, January 1989
# set -x    # Uncomment for debugging
Auditor=root    # auditor for users
Logname=`logname`   # Get log-in name
if [ $? -ne 0 ]; then
    echo "Can't get user's log-in name" ¦
    mailx -s "Command line auditing" $Auditor
    exit 1
fi
Logpath=/usr/acct/lld   # Directory for command history log
today=`date +%m%d`  # Get month and day numbers
Logfile=$Logpath/$Logname/log$today
trap 'echo "$Logname logout: `date`" >>$Logfile' 0
trap 'continue' 2 3
Prompt="Cmdlogger# "        # Use standard Bourne shell prompt
echo "$Logname  login: `date` " >>$Logfile
if [ $? -ne 0 ]; then
    MSG="$Logname can't log on because can't create log file"
    exit 2
else
    MSG="$Logname Logged on ..."
    chmod 200 $Logfile  # Not readable by owner
fi
echo $MSG ¦ mailx -s "Command line auditing" $Auditor
```

continued

level of security so the user cannot read or manipulate the **cmdlogger** script, access the logfile, run a subshell, or use **su** to switch to another user.

Rene N. Mount
U.S. West Communications
Albuquerque, N.M.

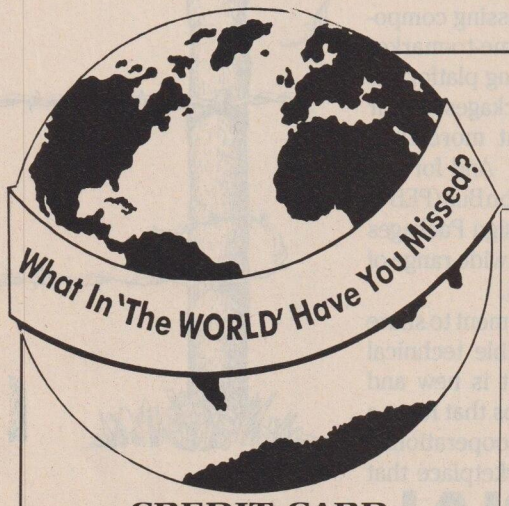
Wanted: C Version of Combined chkfiles/fixfiles Program

Here's a small challenge for our C programming enthusiasts: submit a C program that combines the functionality of **chkfiles** and **fixfiles** (see Listings 3D and 3E in my April 1991 column). The program should follow the guidelines published at the end of this column. However, I'm willing to relax the 100-line length restriction and allow up to 200 source lines. But, "smaller is more beautiful."

Guidelines for Submissions

Mail shell scripts, C programs, or tips to ease the burden of system administrators, programmers, and users to: "Wizard's Grabbag," *UNIXWORLD*, 444 Castro St., Mountain View, CA 94041. Or submit via UUCP e-mail to:

continued



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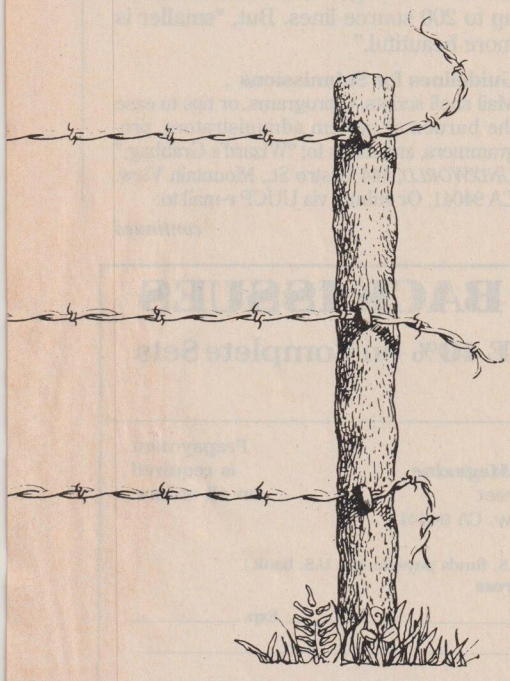

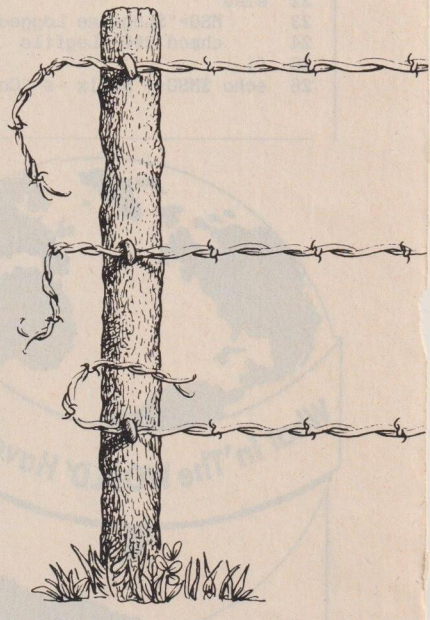

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Listing 3 continued

```
while
    echo "$Prompt\c"    # Display prompt
    read command        # Store user response
do
    doit=True       # Set flag to run all commands
    if [ -n "$command" ]; then  # If there's input
        set `echo eval $command` # Substitute parameters
        shift   # remove $1, which contains eval
        echo "$*" >>$Logfile # log expanded command line
        for instring in $*; do  # check each element
            case "$instring" in
                *cmdlogger*) # can't touch this file
                    doit=False ;;
                $Logpath*)  # can't access log file
                    doit=False ;;
                *sh*)   # don't run a subshell
                    doit=False ;;
                *su*)   # not allowed to switch user
                    doit=False ;;
            esac
        done
        [ $doit = True ] && eval $command # Run it
    fi
done
# Uncomment next line if place this script within .profile:
#kill -1 0  # terminate log-in shell when leave while loop
```

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Please provide your full name and surface mailing address and, if you use e-mail, your return mail-routing address (from **sun** or **uunet**) as well.

Briefly describe the hardware and software environment (especially the UNIX system version) on which the contributed code was run.

If possible, you should write code that is portable across the popular versions of the UNIX system (System V.X, BSD 4.X, XENIX). Write Bourne or Korn (but not C) shell scripts and use universally available utilities, for example, **who am i** (all systems) instead of **whoami** (Berkeley only). If feasible, use **getopts(1)** or **getopt(3C)** as appropriate to process command-line options and their arguments.

Use the standard I/O library for structured modular C code. Check source code for non-portable constructions with **lint**. Eliminate hardware dependencies, such as terminal control sequences. (Use **termcap** or **terminfo**.) Isolate non-portable code to one region or a separate module. Keep examples compact (under 150 lines of code with each line less than 65 characters long–counting tabs as 4 spaces) and explanations concise (under 400 words). Use **sed** instead of **ed** scripts, pipelines instead of intermediate temporary files, etc. Be succinct!

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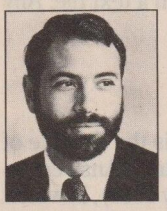

STARTING SCRIPTS, ADDING RETURNS, SHELL DEBUGGING

Steve Giampa wonders why the shell scripts published in *UNIXWORLD* start with a colon. My answer describes the C shell's need for a Bourne/C shell flag. Thom Vinder is looking for a way to append carriage returns to lines of a text file. I provide two solutions: a one-line **awk** command and a short C program. Marianne Walters asks for help in debugging her shell scripts. I discuss several options for all three shells that might be of use.

Something That Does Nothing

Question: I am curious about a convention used in the shell scripts published in your magazine–all shell scripts start with a colon on a line by itself. I know that the colon is a "do nothing" operator that returns a zero exit code. What is the purpose of this line of code in your shell scripts?

Steve Giampa
Waltham, Mass.

Answer: As you are probably aware, there are several command processing shells available for the UNIX system. The three most common are the Bourne, C, and Korn shells. The Bourne shell is supplied with all UNIX versions and most UNIX systems also make the C shell available. Fewer, notably System V Release 4, give users a choice of all three shells.

When more than one shell is available, users might be invoking scripts from different shells. Neither the Bourne nor Korn shell can execute C shell commands. However, the C shell was designed to handle Bourne (and, by extension, many Korn) shell scripts. As a result, there must be an unambiguous way to identify the language of a script file before it can be processed.

To achieve its flexibility, the C shell defines a "binary" flag. If the first character in the script is a # (herein called an octothorpe), the parent C shell invokes another C shell to interpret the script file. Otherwise, a Bourne shell is invoked to handle the script by default.

This behavior presents a problem with an elegant solution. In addition to being the C shell's flag, the octothorpe is also a comment marker for all three shells. It is good programming style to begin a script with a comment header that includes the name of the script; a brief description of what it does; and its author, date of creation, and revision level. In a multishell environment, this practice could could easily cause an error as a Bourne/Korn script comment delimiter would erroneously tell the C shell to use another C shell to run a script that is not written in the C shell language.

However, you can invoke a Bourne or Korn shell script that starts with a comment without making the first character in the file an octothorpe by using one or more spaces, tabs, or newlines. However, at *UNIXWORLD*, we prefer to use a colon, which is a "do nothing" operator. This approach maintains the format of the file without extraneous whitespace and allows you to start a script with a comment header.

Another approach is to start shell scripts with a **#!** followed by the path name of the shell to run the script. For example, a Bourne shell script would start with **#!/bin/sh**. The **#!** notation is hard-wired into the **exec()** system call, which executes commands. If **exec()** sees **#!** as the first two characters in a file, it uses the command listed after the **#!** to interpret the file's contents. The **#!** notation doesn't work on systems with versions of the kernel that don't support this feature.

Another character combination that we add to our scripts is the @(#) character sequence in the comment line that identifies the script program. The Source Code Control System (SCCS) **what(1)** command searches a file for a line containing this four-character sequence. If located, **what** sends the rest of the line up to the first greater-than sign (>), newline, backslash (\), or null character to its standard output.

The @(#) sequence, often called the "what string," can be compiled into a program to provide an identification line. In C programs, a variable is initialized with a string containing this sequence (see Listing 1A). Furthermore, if you are using SCCS, you can initialize the variable with the %Z% macro, which **get(1)** converts to the "what string."

continued

LISTING 1: You can add identification information to an executable file and use the SCCS `what` command to display it.

A. Defining an SCCSID variable to hold the "what string":

```
char SCCSID[] = "@(#) identifying information";

main(argc, argv)
int argc;
char *argv[];
{
    ...
```

B. The "what strings" displayed by my SunOS 4.0.3 **ls** *command:*

```
$ what /usr/bin/ls
/usr/bin/ls
        ls.c 1.5 88/02/07 SMI
        reset_sh.c 1.3 88/02/07 SMI
        setupterm.c 1.13 88/02/07 SMI
        termerr.c 1.4 88/02/07 SMI
$
```

LISTING 2: You can add a carriage return to the end of all the lines in a text file with a shell-level tool or a C program. We provide both solutions here.

A. The one-line interactive **awk** *solution:*

```
$ awk '{printf "%s\r\n", $0}' filename
```

B. The **insertm** *C program can handle lines of any length:*

```
 1  /*
 2   * insertm.c - put carriage returns before every newline in a file
 3   */
 4  #include <stdio.h>
 5  char SCCSID[] = "@(#) insertm.c 1.1 Ray Swartz 2/10/91";
 6
 7  main(argc, argv)
 8  int argc; char *argv[];
 9  {
10      char    *prog = argv[0];    /* name of this program */
11      char    *fgets();           /* get line from input stream */
12      char    instr[BUFSIZ + 1];  /* input line buffer */
13      int     len;                /* length of input line */
14      FILE    *fpin, *fopen();    /* for stream I/O */
15
```

continued

Most UNIX system commands contain "what strings." Listing 1B shows the strings compiled into the **ls** command on a Sun-3/60 running 4.0.3 SunOS. Because some of the scripts we publish may end up in a system's executable directory, it is good style to include a "what string" comment in our code.

The Rest of the Story

Question: I need to add a carriage return to the end of each line in a text file. Any ideas?

Thom Vinder
Santa Fe, N.M.

Answer: Your question is the flip-side of one I received in the first "Answers to UNIX" column (January 1989), in which someone asked how to remove control-Ms from a file copied from a DOS floppy.

For simple text files, you can use a one-line **awk** program. A carriage return is represented by the **\r** escape sequence in strings. To add a carriage return to each line, use the **awk** statement **printf "%s\r\n", $0**, where **$0** represents the current input line. This **printf** command prints each line read, adding both a carriage return and newline at the end. The actual command is shown in Listing 2A.

The **awk** solution only works for "normal" text files because if the input line is too long, **awk** performs a core dump. To

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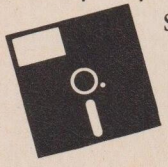

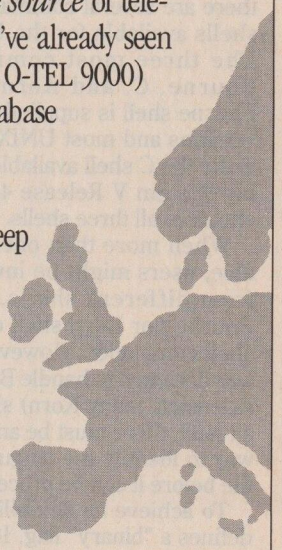

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handle files with longer lines requires a custom C program for which I wrote **insertm** (see Listing 2B). The program reads lines up to a newline or BUFSIZ number of characters. The program reads the standard input unless a file name is supplied as an argument, in which case, that file is used. As written, **insertm** only handles a single file name argument.

If a newline is encountered in input, a carriage return is inserted before it. Otherwise, nothing is added. In either case, the completed line is then printed to the standard output.

Reading Between the Lines

Question: I find the syntax error messages printed by the shell to be cryptic and not particularly informative. Are there some debugging tools that I can use to make it easier to find errors in my shell scripts?

Marianne Walters
Pensacola, Fla.

Answer: In general, the Bourne, Korn, and C shells offer the same debugging capabilities. The help comes in the form of options that change how the shell executes commands. However, depending on the shell being used, one of the options performs with a slight variation.

continued

Listing 2 continued

```
16      if (argc > 2) { /* more than one cmdline arg specified */
17          fprintf(stderr, "Usage: %s [input file]\n", prog);
18          exit(1);
19      } else if (argc == 1)  /* if no file arguments, */
20          fpin = stdin;    /* use standard input */
21      else {  /* otherwise use argument as file name */
22          if ((fpin = fopen(*++argv, "r")) == NULL) {
23              fprintf(stderr, "%s, Can't open %s\n", prog, *argv);
24              exit(2);
25          }
26      }
27      while (fgets(instr, BUFSIZ, fpin) != NULL) { /* read a line */
28          len = strlen(instr);          /* length of line */
29          if (instr[len - 1] == '\n') { /* is last char a newline? */
30              instr[len - 1] = '\r';    /* if so, replace with return */
31              instr[len] = '\n';        /* then add newline and */
32              instr[len + 1] = '\0';    /* terminate string */
33          }   /* last character not newline, so don't add return */
34          fprintf(stdout, "%s", instr); /* print buffer */
35      }
36      fclose(fpin);
37      exit(0);
38  }
```


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LISTING 3: The Bourne, C, and Korn shells all provide limited support for debugging shell scripts.

A. Using the **-u** *option:*

```
$ cat u.test
a=1
echo $a
echo $b    # b is unset
$ sh -u u.test
1
u.test: b: parameter not set
$
```

B. The Korn shell ERR trap is used to print a message if **grep** *can't find a pattern:*

```
$ cat err.test
trap 'echo $1 not found in $2' ERR
grep "$1" $2
$ err.test lkasdklj err.test
lkasdklj not found in err.test
$
```

*C. The Korn shell supplies a debugging prompt (*PS4*) that is displayed when* **-x** *is set:*

```
$ cat ps4.test
PS4='($LINENO) '
set -x
a=1
echo $a
$ ps4.test
(3) a=1
(4) echo 1
1
$
```

Each of the three shells will read commands in a file without executing them and notify you if it finds a syntax error. To do this, use the **-n** option and supply the script name as an argument to the appropriate shell. For example, to check the syntax of a file named **testscript**, you would run **sh -n testscript**. You also could use **csh** or **ksh**, depending on your scripting language. In a certain sense, the **-n** option is like a **lint** command for shell scripts.

The other two debugging options perform the same function, but at different stages. The **-v** option and the **-x** option print out commands as they are executed by the shell. The **-v**, or verbose, option prints the line as it is read, but before any shell metacharacters have been interpreted. The **-x**, or echo, option prints lines as they are executed after the metacharacters have been interpreted.

The **-v** and **-x** combination is good for checking what the shell did to each command line. An error is often caused when the shell changes a line in a different way than you intended. To run **testscript** with both of these options set, use **sh -xv testscript**.

Because of the C shell's history feature, the **-v** option does not list a C shell command line as it is read, but instead prints every line after any history substitutions, but before any other metacharacters are interpreted. In addition, the C shell offers the **-V** and **-X** options. These uppercase variants take effect before the contents of the **$home/.cshrc** file are interpreted. Their lowercase relatives kick in after **$home/.cshrc** is processed.

The C shell has its own start-up file–the **.cshrc** file in your home directory. This file is run whenever a C shell is executed. Every time you execute a C shell script, a C shell must be created to run it. Before the script is executed, the newly created C shell interprets the contents of **$home/.cshrc**. The main reason for the **-V** and the **-X** options is to show you if any of the C shell start-up code is affecting your script. For instance, problems may be caused by aliases defined in **.cshrc**.

The Bourne and Korn shells recognize a **-u** option, which may help locate errors. This option tells the shells to print an error message and terminate the script if the user attempts to substitute an unset variable (see Listing 3A). The C shell does not offer a separate option to provide this functionality because it will inform you if a variable is undefined by default.

continued

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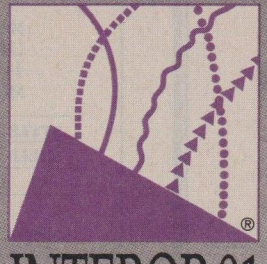

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If you have trouble with unwanted file name generation, all three shells have a way to suppress file name matching. For the Bourne and Korn shells specify the **-f** option. In the C shell set the **noglob** variable with **set noglob**.

All three shells recognize an **-e** option, which tells the shell to terminate if a command fails with a non-zero exit status. The Korn shell supports a special ERR trap condition that is sprung when a command fails. Listing 3B demonstrates an ERR trap that prints a "not found" message if **grep** can't locate a pattern in a file.

With Korn shells newer than the June 3, 1986 version, a special DEBUG trap condition is supported. This condition is like a normal signal catching condition except the action is executed after *each* script command is executed. This feature allows you to check files or do other processing to see how a script is progressing.

The newer Korn shell offers a special debugging prompt **PS4** that is printed whenever execution trace is enabled (**-x** option). By default, **PS4** is set to **+**. If you want to view the line numbers as execution is being traced, use the **LINENO** variable to store the number of the current line being executed (see Listing 3C).

You can set these options from the command line when you execute your script as well as turn them on and off throughout the script itself. In the Bourne shell, all options can be turned on within a script with the **set** *-option* syntax and turned off with the **set** *+option* command.

The Korn shell also allows you to turn options on and off within the script itself. In addition to using the **set** command and option letters, you can use option names. If you wish to use option names, set them with **set**'s **-o** option and unset them with the **+o** option. The option names are **errexit** (**-e**), **noexec** (**-n**), **noglob** (**-f**), **nounset** (**-u**), **verbose** (**-v**), and **xtrace** (**-x**).

The C shell doesn't provide as much flexibility in setting its options. Only the **noglob**, **echo**, and **verbose** options can be turned on and off from inside a script. Use **set** to enable them and **unset** to disable them.

Guidelines: Obviously, this column won't be of much interest unless you send us your questions. Try to make your questions as general interest as possible, and please no questions regarding specific hardware or third-party application packages. State the UNIX system version, if applicable, for the question at hand. Send your questions to Ray Swartz, "Answers to UNIX," c/o *UNIX WORLD* Magazine, 444 Castro St., Mountain View, CA 94041; fax them to 415-967-1257; or send UUCP-based e-mail to:
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Ray Swartz is the founder of Berkeley Decision/Systems, which specializes in C and UNIX training. His first book discusses using C for business applications, and his second book teaches shell programming using business-related examples.

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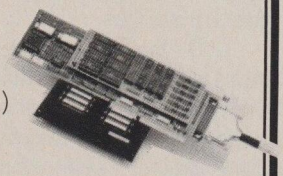

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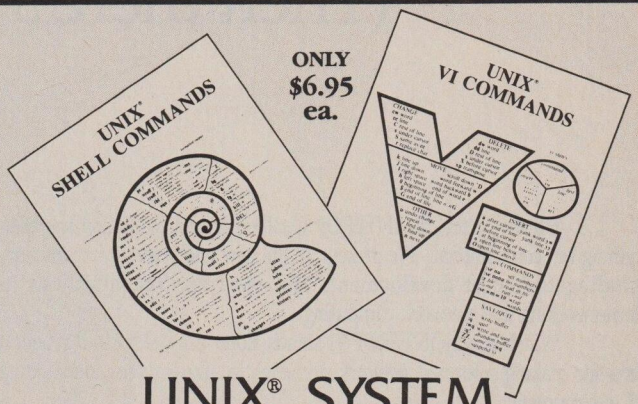

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The Xhibition 91 conference and trade show is directed to developers and planners. The event will include tutorials and a technical program of panels and seminars focusing on open systems and distributed computing. Particular emphasis will be placed on the X Window System as the first working example of an open system.

The program is designed to answer general questions about X, open systems, and distributed computing, addressing issues of their importance, capabilities, benefits, and respective roles in the future of computing.

Professionals from industry and academia will share their views on software applications, tools, and techniques critical to the development and utilization of open systems. The technical panels and seminars will address topics including: application portability and interoperability; legal and ethical considerations related to software, as well as X terminals, displays, toolkit strategies, and performance on various systems including UNIX.

More than 100 vendors will take part in the trade show. The event will be held at the San Jose Convention Center, San Jose, Calif. Contact Integrated Computer Solutions Inc., 617-547-0510.

Object World: June 3-7
Chief information officers, information system managers, system development managers, and related professionals are the targeted audience of Object World. The seminars, program sessions, and exhibits will focus exclusively on commercial aspects of object technology.

Colin Crook, chairman of Citicorp Technology Committee and developer of the Motorola 6800 and 68000 microprocessors, will give the keynote address on how open architectures can create new opportunities for information systems. Among those also scheduled to speak are Esther Dyson, *Release 1.0*; Christopher Stone, Object Management Group; Brad Cox, Stepstone; and John Rymer, Seybold Office Computing.

The five-day program begins with two days of half-day seminars and concludes with three days of program sessions. The program sessions are divided into applications, management, technology, and case study tracks to allow participants to focus on their particular interests.

The show and exhibition will be held at the Fairmont Hotel, San Francisco, Calif. Contact Object World, 800-225-4698 or 508-879-6700.

The Security Impact of Networks, Telecommunications, and Office Automation: June 10-12
This conference will address the need for security solutions within increasingly decentralized and interconnected computing environments. Particular emphasis will be placed on practical and cost-effective means to address security problems.

Keynote speaker Earl E. Devaney, special agent in the fraud division of the U.S. Secret Service, will discuss issues related to prosecuting computer criminals.

Sponsored by the Computer Security Institute, the conference will include workshops and panel discussions scheduled around a seven-track program with focus on local-area networks, telecommunications, large systems, office automation, management, or foundations of information security.

UNIX and open system security, information security in UNIX networks, legal aspects of computer security, and an update on federal computer security regulations are among the more than 40 scheduled workshop and discussion topics. The conference will be held at the Denver Marriott City Center, Denver, Colo. Contact The Computer Security Institute, 503-624-2118.

Usenix Summer Technical Conference and Exhibition: June 10-14
"Multimedia: For Now and the Future," is the focus of this event that will address the issues involved with supporting and delivering new types of user interfaces including voice, video, animated graphics, touch, and music. The topic will be addressed through investigation of technical engineering requirements for these new types of data and design of new multimedia interfaces to improve information handling.

Scheduled activities include technical paper presentations, panel discussions, demonstrations of multimedia projects, tutorial sessions, and a three-day vendor exhibition.

The conference will be held at the Opryland Hotel, Nashville, Tenn. Contact Cynthia Deno, Usenix Association, 408-335-5646.

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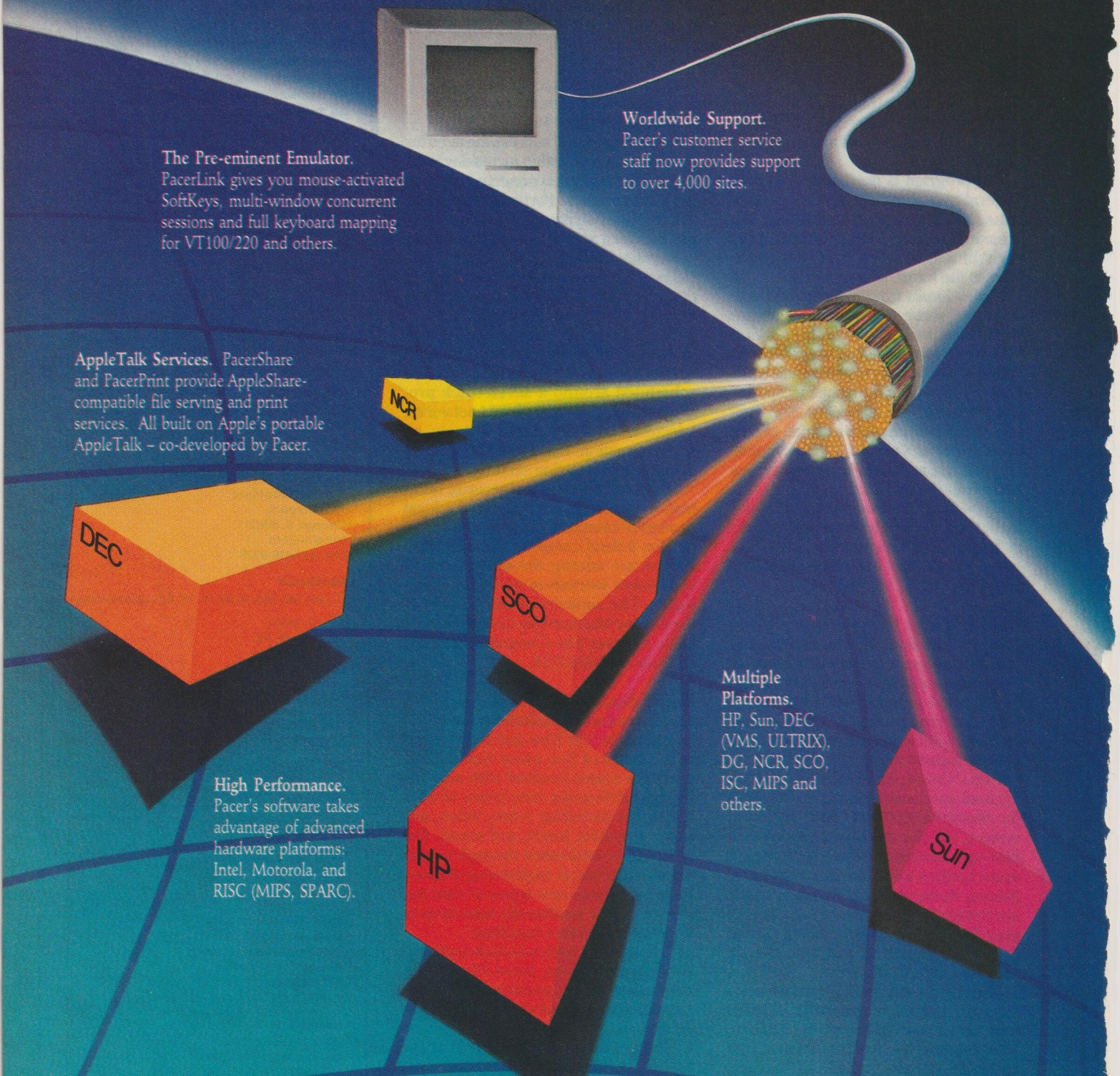

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SOFTWARE DEVELOPMENT ACROSS PLATFORMS AND NETWORKS

There's nothing new about graphical user interface (GUI) builders. Visual Edge, Telesoft, Nixdorf, and others all sell software that lets you design a GUI for your application that conforms to one, or maybe two, windowing systems. There's nothing new about software that lets you create GUIs across different platforms. SL Corp. and V.I. Corp sell software that lets you port your interface code to another machine.

What's new is the ability to combine these two concepts. Like XVT's XVT, Neuron Data's Open Interface software has come out with software to let you create GUIs conforming to the most widely used desktop window systems: Macintosh, Windows, OS/2 Presentation Manager, Motif, and Open Look. After you've created the interface, you can port it to any other of these windowing systems.

Within Open Interface is Open Editor, what Neuron Data calls a WYSIWYG interface builder. It generates portable C code and resource files for the description of the interface. Along with Open Editor are libraries for each windowing environment. The libraries contain function calls for displaying objects, moving data in and out of objects, and managing the application environment.

After building the interface with Open Editor on the developer's platform of choice, the developer then adds application-specific functionality. Upon completion of this step, the code is compiled and linked to the platform-specific libraries. This transfers the look-and-feel of the interface from the platform it was developed on to any of the desired platforms.

Open Interface development licenses are currently available for $12,000 for Sun, Digital Equipment Corp., IBM, Hewlett-Packard Apollo, and PC-based UNIX platforms. Runtime licenses are $500 each. Quantity discounts; site licenses; value-added reseller and original equipment manufacturer (OEM) licensing programs; and DOS, Macintosh, and OS/2 development licenses are also available. **Neuron Data, 156 University Ave., Palo Alto, CA 94301; 415-321-4488.**

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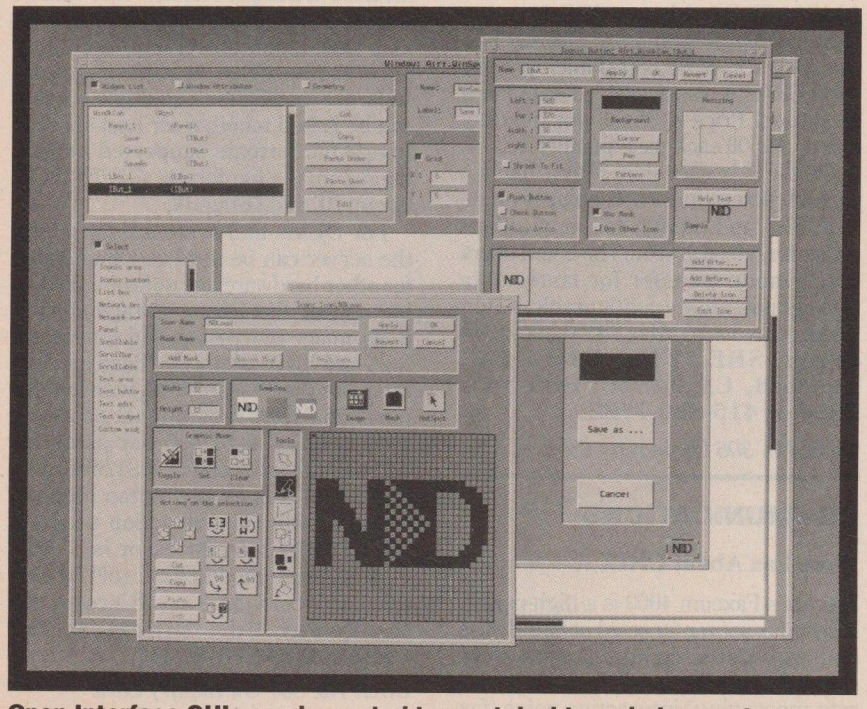

Open Interface GUIs can be ported to most desktop window systems.

What Makes Sammi Run?

From GUIs to GUEs–that's graphical user environment. When companies twist an industry buzzword, it's usually their way of creating a marketing niche, but Kinesix may be onto something with its product. Sammi combines X Windows capability with remote procedure calls across a network of clients and servers. The goal is two-fold: to enable software developers to create applications that can access information in remote sites, but without their necessarily having to learn the programming calls or communications protocols required to build a complicated network computing application.

Because Kinesix envisions Sammi being used in real-time and process control applications, it has incorporated the standard components of these fields into the product. The color-coded widgets include meters, gauges, bars, graphs, literal or symbolic displays, equations, menus, and push buttons. Users will be able to access and receive information about the entire network environment through the graphical interface, hence the GUE name.

The Sammi software has three components. Its runtime environment handles the display, data communication, and user commands. The format editor is used to create the links between the applications. The third component, the application programming interface, is designed to let the programmer create a customized interface between the source of the data and the display of the data.

Platforms include Sun, IBM PS/2s and RS/6000s running AIX, DECstations running Ultrix, and HP Apollo workstations. Prices range from $12,500 to $25,000, depending on configuration. **Kinesix, 10333 Richmond Ave., Ste. 1100, Houston, TX 77042; 713-953-8300.**

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continued

BOARDS AND CONTROLLERS

Single-Board Computers in General

General Micro Systems adds several new VMEbus-based single-board computers to its board-level products line. The GMS V36 and GMS V49 target the same market as Motorola's MVME147, with the V36 incorporating the 40-MHz 68030 CPU and the V49 incorporating the 25-MHz 68040. Both include I/O interfaces for Ethernet, SCSI, and eight channels of RS-232 or RS-422 lines. Also on the boards are two or eight megabytes of dynamic random access memory (DRAM), and one megabyte of static random access memory. Quantity one price for the GMS V36 is $2,395, or $1,800 each past quantity 100; for the GMS V49, quantity one price is $5,995, or $3,600 each past quantity 100.

Also available is the VMEbus-based V05sx dual-ported memory board, providing 32 or 64 megabytes of dynamic memory with a 32-bit expansion bus for direct access to the CPU. It uses two-way interleaved DRAM on the board, and supports synchronous terminal read/write cycles from the CPU, and can act as a block mode slave to the CPU cache so that sub-zero-wait memory access can take place over the local bus. Quantity one prices are $6,995 for the 32-megabyte version, and $9,995 for the 64-megabyte version; an error-correction daughterboard is available for $1,495. **General Micro Systems, 4740 Brooks St., Montclair, CA 91763; 714-625-5475.**

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Using Force

Force Computers' CPU-40 single-board computer utilizes Motorola's 68040 processor on a VMEbus board. It's designed to bring 15-mips performance to embedded and real-time applications in automation, telecommunications, and medical systems, among others. The CPU-40 features a 32-bit interface for plugging in daughterboards that Force calls Eagle modules. The modules are designed so that a system designer can run both the CPU board and the I/O subsystem from a single VMEbus slot. The CPU-40 is available with four or 16 megabytes of DRAM. Prices start at $3,990 without the Eagle module, and $5,490 with the Eagle module and four megabytes of memory. **Force Computers, 3165 Winchester Blvd., Campbell, CA 95008; 408-370-6300.**

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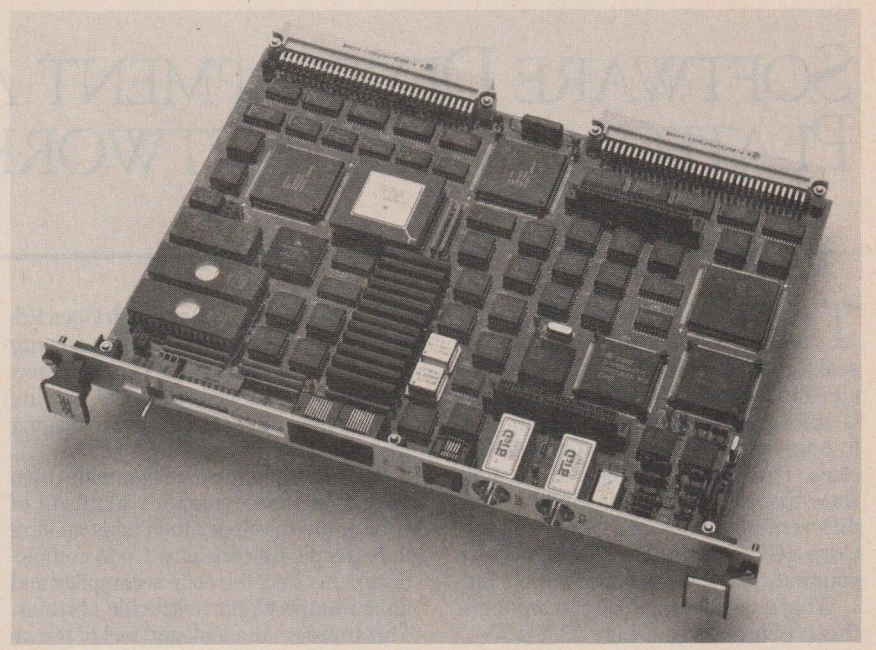

SBE's fiber distributed data interface board, the VCOM-100

Have Your FDDI and Ethernet Too

Targeting Interphase's VMEbus fiber distributed data interface (FDDI) board, SBE has introduced an FDDI board of its own, the VCOM-100. The board is designed for OEMs and system integrators looking for a single interface between an FDDI local-area network (LAN) and VME-based systems, including workstations, bridges, and routers. Unlike the Interphase board, which uses AMD's FDDI chipset, SBE is using National Semiconductor chipset and Motorola's 25-MHz 68030 microprocessor. TCP/IP is also available for onboard execution. Price is $5,900 for quantity one or $4,500 each past quantity 100.

On the Ethernet side, SBE is using a second-generation VME chipset on its VLAN-E2, an Ethernet communications controller priced at $995. The board offers block mode transfer for faster data throughput, a user-configurable Ethernet port, and a 16-MHz 68020 microprocessor. **SBE, 2400 Bisso Ln., Concord, CA 94520; 800-347-2666 or 415-680-7722.**

Circle No. 306 On Inquiry Card

COMMUNICATIONS

More Fax About UNIX

Biscom's Faxcom 4000 is a high-performance fax server targeted at both LANs and high-traffic communication environments. Applications include corporate messaging, interactive voice/fax response, store-and-forward capabilities, e-mail, and electronic data interchange.

As an independent server, the Faxcom 4000 can plug into the Ethernet or connect directly to a host via serial lines. It uses a Posix-compliant UNIX System V Release 3 (SVR3) operating system and software modules developed by Biscom.

Multiple intelligent fax ports can be installed in a single Faxcom 4000 chassis (eight in a standard chassis, 16 in a 19-inch rack-mounted version) and more ports can be added as traffic increases. In larger installations, multiple servers can be linked together for load sharing. Image file formats supported include tagged image file format (TIFF), PCX, Group III, and Group IV.

For OEMs and system integrators, the server can be used as a foundation for other hardware and software, including optical disk image storage applications, image processing, and support for X.25 and X.400 protocols. Base configuration for the Faxcom 4000, with four fax ports, is $15,995; additional ports are sold in pairs at $2,495 per pair. The TCP/IP Ethernet option is $1,595, and a PostScript processing option incorporating a reduced instruction set computing (RISC) coprocessor is $5,995. Host software modules are sold by platform and configuration. **Biscom, 85 Rangeway Rd., Billerica, MA 01821; 508-670-5521.**

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continued

Office Automation.

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And by using Sun Microsystems workstations as the platform, ERI's Office Automation solutions eliminate the need for out-moded DOS-based PCs, and cumbersome mainframe-connected terminals.

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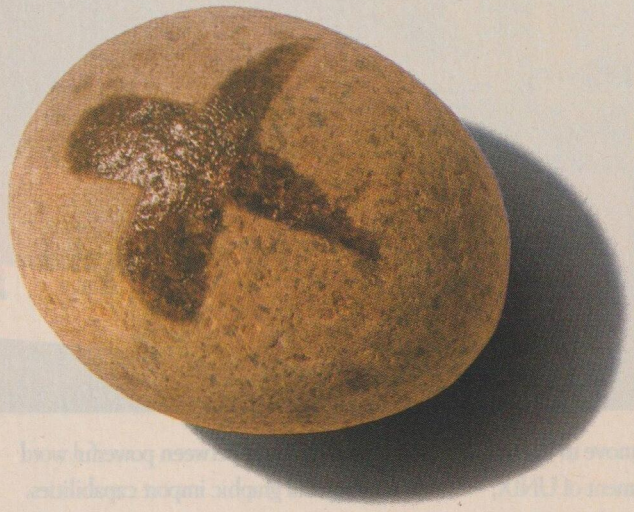

NCD 17c X terminal.
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The new HP 700/RX family of X stations has opened up a huge lead in the X stone race.

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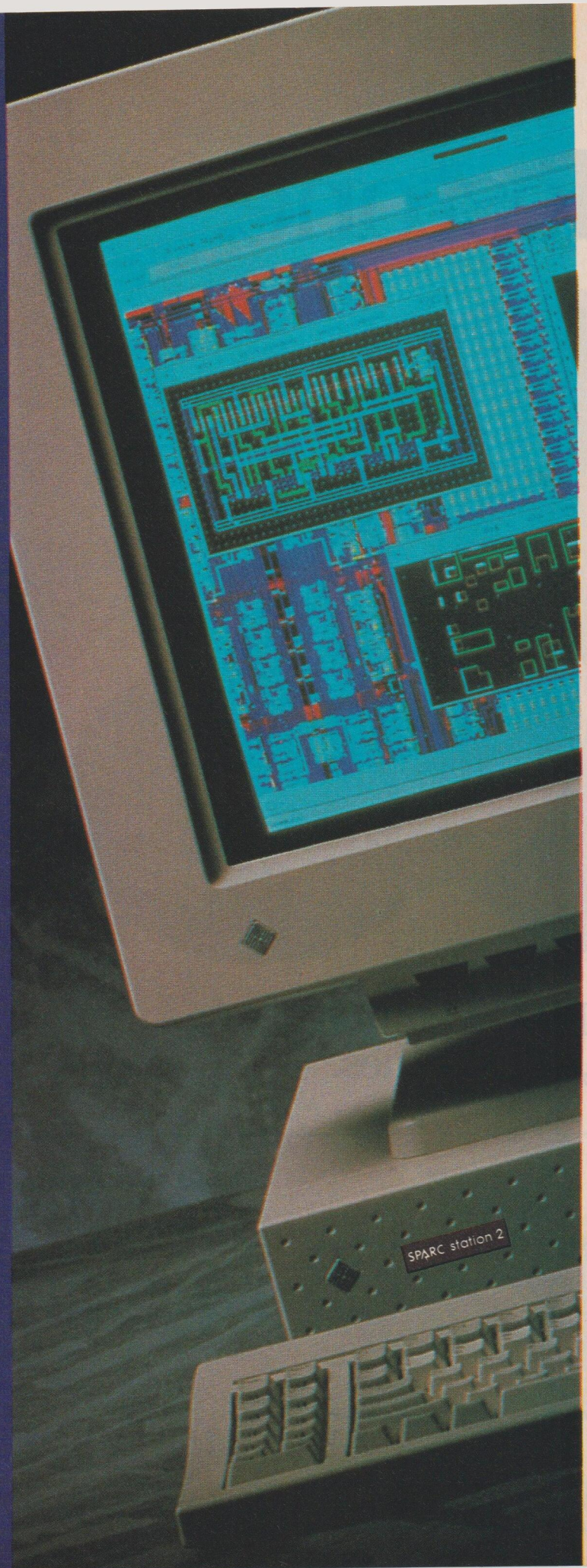

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A Different Kind of ZIP Code

ZipMail e-mail software targets UNIX or proprietary multiplatform environments. It supports common UNIX mail transport agents such as sendmail, smail, /bin/mail, and any others compatible with Simple Mail Transfer Protocol and UUCP protocols. It also works with gateways to IBM's PROFS office system, DEC VMS-based systems, and PC or Apple networks. Besides availability across platforms, ZipMail works across several interfaces, including Open Look, Motif, full-screen, and the command-line as well.

With ZipMail, you can open and search multiple folders at the same time; trace multiple-message conversations and piece them back together; use corporate forms and templates; merge messages into digests, and attach code, documents, graphics, and audio messages. The software can also sort and file mail without your having to read it. Prices start at $295 per user, with a 16-user site license priced at $2,395. **Siren Software, 750 Menlo Ave., Ste. 200, Menlo Park, CA 94025; 800-457-4736 or 415-322-0600.**

Circle No. 308 On Inquiry Card

Yes, But How do you Pronounce It?

Adax has developed software designed to link internet protocol-based (IP) applications over wide-area networks called SNDCF (sub-network dependent convergent function). The software is designed to transparently link TCP, Network File System (NFS), or Open Systems Interconnect over private or public X.25 packet-switched networks. SNDCF links to the internet protocol via a link-level interface specification. It converts IP datagrams into X.25 packet address format for insertion into TCP packages from AT&T, HP, Intel, Wollongong, The Santa Cruz Operation, Interactive, and Unisys. Prices start at $395. **Adax, 630 Bancroft Way, Berkeley, CA 94710; 415-548-7047.**

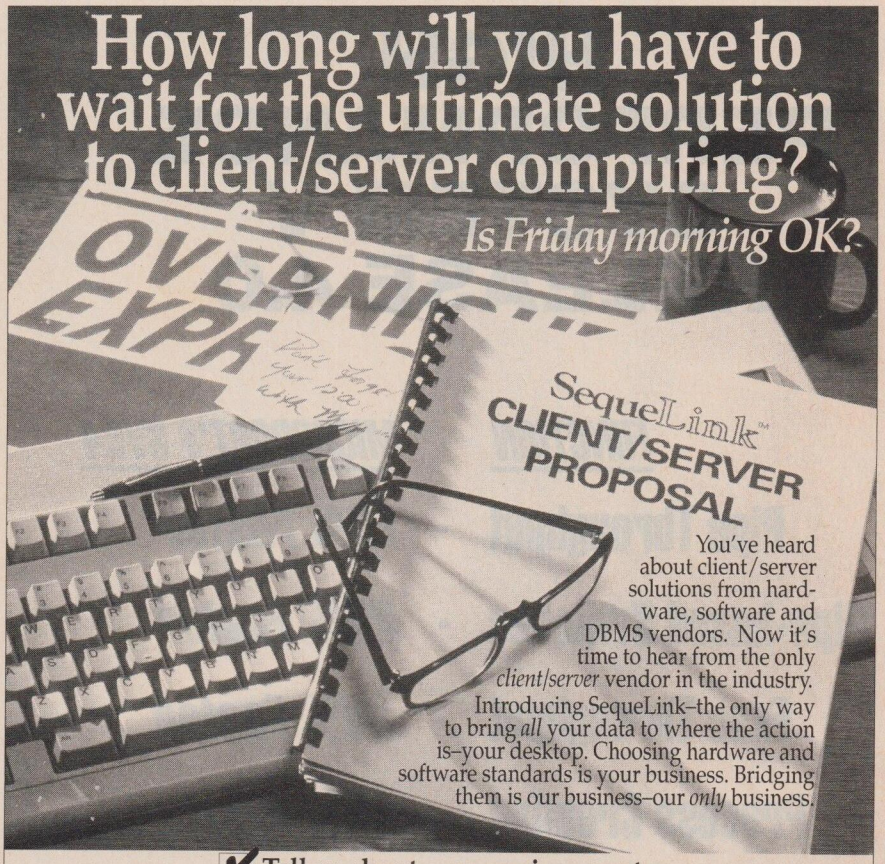
Circle No. 309 On Inquiry Card

NETWORK HARDWARE

The Network According to Synoptics

Branching out from its network hub products, Synoptics has developed a subsystem and software for network management. The hardware, the Network Control Engine (NCE), is SPARC-based, while the UNIX-based network management software, is compatible with Sun's SunNet Manager software. Software for DOS, Windows, and IBM NetView is also available. The subsystem links to its LattisNet System 3000 network hub via any of three backplane connections–Ethernet, token ring, or FDDI.

The NCE gathers and analyzes data, which can then either be processed locally or sent to a central management station. It has a 12-mips SPARC-based engine and comes with a 104-megabyte hard drive for storage of local information, such as network configuration and threshold parameters. Optional with the NCE are protocol analysis and load profiling capabilities. List price for



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the hardware is $9,995.

The LattisNet Network Management for UNIX software breaks down the view of the network in four ways, including views of the entire network, the network between routers or bridges, or the network linked to a particular hub. The price of $7,000 includes the cost of SunNet Manager. **SynOptics, 4401 Great America Pkwy., P.O. Box 58185, Santa Clara, CA 95052-8185; 408-988-2400.**

Circle No. 310 On Inquiry Card

OUTPUT DEVICES

Gentlemen, Start your Print Engines

Gammadata's GammaColor System 300 family of products works with Sun's NewsPrint software in environments with both Sun-3/80 workstations and SPARCstations. At the foundation of the System 300 is a color print engine, available for either 8 1/2-by-11-inch ($5,900) or 11-by-17-inch ($7,450) printing. Depending on the workstation used, a parallel interface card may be required.

The other products in the family, termed "modules" by Gammadata, consist of both hardware and software. The network screen capture system consists of a board for the workstation ($1,450) to do screen capture of images for scaling, rotating, and printing.

An HP Graphics Language plot module consists of a rasterizing board for the print engine ($3,500) and software for the workstation ($695); it allows the user to assign colors to the pens, and set line widths as well. A PostScript module is also available for the workstations at $995 for the SPARCstation or $2,700 for the 3/80. **Gammadata, 1359 Busch Pkwy., Buffalo Grove, IL 60089; 708-541-9119.**

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Teaching Printers to Share

Patton Electronics' Sharing Switch Model 378S lets you plug in eight RS-232 serial output devices so they can share a single printer or plotter. The Model 378S polls all the devices once each second, and then spools the data into memory (up to one megabyte), and then over to the output device. It allows I/O rates up to 19.2 kilobytes per second and supports both hardware and software handshaking methods. It also has a button to override automatic scanning, and a "clear buffer" button. Two indicators show which port is being scanned or loaded, and what percentage

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of buffer space is available. Cost is $295 without the buffer. **Patton Electronics, 7958 Cessna Ave., Gaithersburg, MD 20879; 301-975-1000.**

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POTPOURRI

ImageCels Sells Images

ImageTects' ImageCels comes on a CD-ROM, compatible with a variety of file formats and platforms, including TIFF for UNIX and Pict for Apple. Designed for use with animation, rendering, painting, drawing, and desktop publishing software, ImageCels lets you incorporate any of 1,150 texture maps and imagery into images. Choices include photo-realistic brick, marble, metals, roofs, stone, tiles, backgrounds, designer textures, and landscape images such as trees and clouds.

Though initially targeted to computer-aided design and publishing applications, ImageCels images can also be used in interior design, architectural, and landscape applications. ImageTects also uses a proprietary pattern matching technology that allows for seamless mapping of textures around other objects. The CD-ROM can be used with VGA, 16-, 24-, or 32-bit graphics adapters. Price is $395. **ImageTects, P.O. Box 4, Saratoga, CA 95071; 408-252-5487.**

Circle No. 313 On Inquiry Card

Islands in the Interstream

Interstream's eNFS software uses proprietary disk scheduling algorithms to improve NFS write performance. The company claims that, installed on an NFS server, the software can reduce disk seek operations by as much as 80 percent. It is also designed to intelligently allocate server resources to provide better disk scheduling, better utilization of NFS daemons, reduced retransmissions, and expanded buffering capability within the server. The software conforms to all NFS protocol requirements. Price is $1,995 for Sun servers, and $995 for desktop machines. Volume discounts available. **Interstream, 1501 Reedsdale St., Pittsburgh, PA 15233; 800-677-7876 or 412-323-8000.**

Circle No. 314 On Inquiry Card

If You Hold it up to Your Ear, You Can Hear the UNIX Roar

Berkeley Decision/Systems' line of Shellware consists of software applications written using Bourne shell scripts. According to BDS, because the Bourne shell is standard on all UNIX systems, the applications will run on any UNIX system. Currently available are GLS, a menu-driven general ledger system for small businesses, and OLH, an online help utility that lists command summary and options for UNIX System V. As an abbreviated list, OLH takes the place of **man** commands. Both applications come with source code for modification or customization. Price is $80 for GLS and $40 for OLH. **Berkeley Decision/Systems, 803 Pine St., Santa Cruz, CA 95062; 408-458-9708.**

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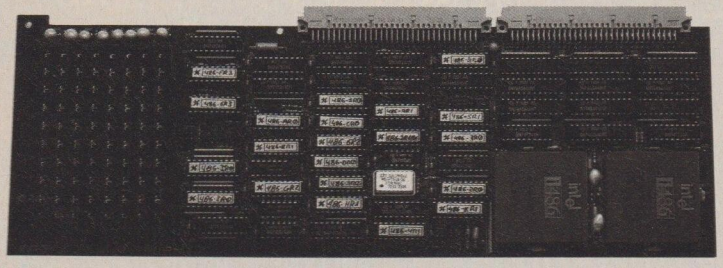
They Also Thought of Calling it the Bee's Knees

Tiger Media's Cats Meow is a tool for creating audiovisual presentations on CD-ROM systems. The software lets you put audio, graphics, and other images in sequence for multimedia presentations. It is compatible with Sun's VideoPix card that lets you capture images from a variety of video sources, and is designed to let non-programmers compile images in order with point-and-click commands. You can also incorporate special effects such as wipes, fades, and dissolves. Price is $995 for a single-user license; runtime packages are also available. **Tiger Media, 5081 E. Slauson Ave., Ste. 200, Los Angeles, CA 90040; 213-721-8282.**

Circle No. 316 On Inquiry Card

Ace in the Lex-Mole

Adding onto its Lex-WP word processing software, Ace Microsystems has developed Lex-Mole, a file management system for SCO UNIX and XENIX systems. Lex-Mole presents the UNIX directory structure in graphical form so that users can access any file by moving the cursor. Users can also browse through files, obtain data about files, and delete files singly or in groups. The software



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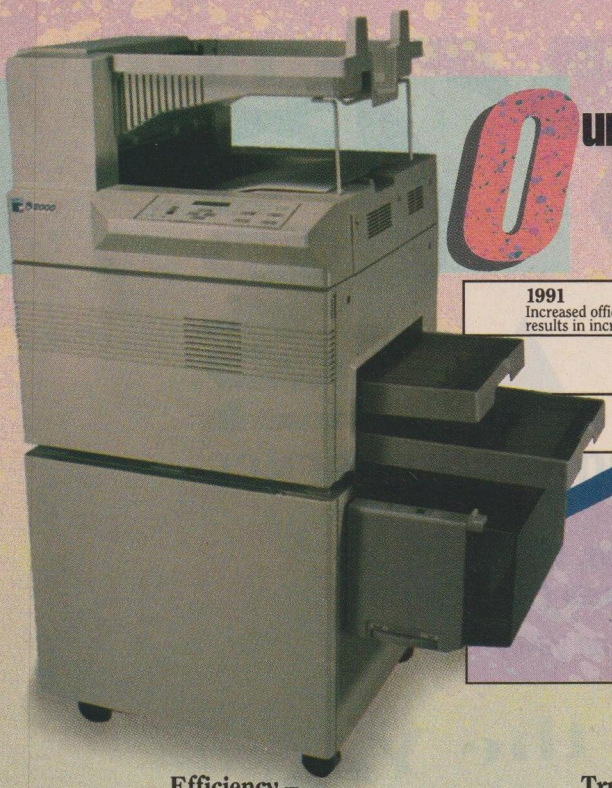

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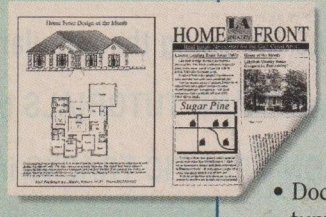

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† Contact QMS for availability of network options.

*Patent pending

CIRCLE NO. 68 ON INQUIRY CARD

RISC SYSTEM/6000 SOLUTIONS CONFERENCE

Monday, September 30th - Thursday, October 3rd, 1991
Santa Clara Convention Center, Santa Clara, California
"de facto capital of Silicon Valley"

The Event of the Year for AIX and the RISC System/6000

AIX EXPO '91 is "The Event" where IBM and solution vendors will be showcasing their products and services at booths with demonstrations in a 50,000 square foot exhibit area.

The comprehensive four-day **RISC System/6000 SOLUTIONS CONFERENCE** consisting of over forty seminars, tutorials, courses, workshops and sessions will feature:

- KEYNOTE ADDRESSES by IBM executives
- INDUSTRY PANELS including the popular *Ask IBM Forum*
- FULL-DAY SEMINARS AND TUTORIALS by the industry's AIX experts
- FOUR APPLICATION-SPECIFIC TRACKS in sessions presented by vendors and users
- "HANDS-ON" WORKSHOPS on systems running IBM and third-party applications

Specialized technical training courses conducted in a "classroom" environment using the RISC System/6000 will also be offered during AIX EXPO '91.

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can be used in conjunction with Lex-WP. Prices start at $395. **Ace Microsystems Ltd., Charlotte House, 87 Little Ealing Lane, London W5 4EH, England; +44-81-579-5599 or 800-445-9292.**

Circle No. 317 On Inquiry Card

SOFTWARE APPLICATIONS

Is There UNIX in the House?

Soft Computer Consultants SoftLab II is an information management system for hospitals and clinical laboratories, designed to computerize all lab activities from order entry to result reporting. As a standalone system, the software can also connect to instruments in hematology, chemistry, and urology laboratories. Management modules include functions such as report generators, personnel scheduling, quality control reports, printing of daily logs, and other printing of reports.

Other modules include workload reports to track cost and frequency of selected hospital tests; users can define the number of statistical categories to track. Written in C and based on UNIX System V, SoftLab II can run on a variety of platforms. It is available as a turnkey system from SCC on the IBM RS/6000. Prices for the software range from $50,000 to $125,000. **SCC, 16723 Moorpark, Encino, CA 91436; 818-995-4832.**

Circle No. 318 On Inquiry Card

Present it in Pictures

Even as *UNIXWORLD* bemoaned the state of presentation graphics in UNIX, Silicon Graphics was preparing Iris Showcase, a drawing and presentation tool for its Iris 4D workstations.

The software allows users to create documents incorporating 2-D graphics and images; 3-D models; and text in multiple colors, fonts, and sizes. Documents can be viewed online, printed on a PostScript printer, or sent via e-mail. Showcase source code will also be available for software developers to incorporate into applications written for the Iris family. Written in C, the software can call UNIX and the Iris Graphics Library. Cost of Showcase software is $100, or $1,000 for source code. **Silicon Graphics, P.O. Box 7311, 2011 N. Shoreline Blvd., Mountain View, CA 94039; 800-345-0222 or 415-960-1980.**

Circle No. 319 On Inquiry Card

It's Done with Smoke and Mirrors

Smoke and Mirrors' Destiny software is a report publisher that, according to the company, combines the advantages of a UNIX 4GL report writer with desktop publishing capabilities. The result is the ability to produce reports, charts, and forms that incorporate multiple fonts, text processing, and drawing and graphing features.

With Destiny, users can work with the output of existing files or the actual data files themselves. The company says Destiny can also be incorporated by UNIX software developers into new or existing software packages. Price on ten platforms range from $500 to $25,000. **Smoke and Mirrors, 19 Columbia Ave., Takoma Park, MD 20912; 301-270-0343.**

Circle No. 321 On Inquiry Card

SOFTWARE DEVELOPMENT

When Kofax is Pitching

To help develop document image-processing applications for UNIX systems, Kofax Image Products has adapted its AT bus-based controller, the KF-8200 document processor, and created a Developer's Kit. The controller provides scanner and printer control with a high-speed video interface, and image compression and decompression. The Developers Kit incorporates a C programming interface, software drivers for the controller, and a device-driver interface. It also includes demonstration programs that serve as programming examples and diagnostic routines to aid in hardware debugging.

Kofax says that imaging applications developed under its DOS product will port easily to UNIX. Platforms initially supported include UNIX SVR3.2, SCO XENIX, and Sun. The software drivers support a wide range of scanners and laser printers. Price of the KF-8200 Developers Kit for UNIX is $695. **Kofax, 3 Jenner St., Irvine, CA 92718; 714-727-1733.**

Circle No. 322 On Inquiry Card

continued

UNIX Accounting For Under $100

UNIX software doesn't have to be expensive to be good. ***Ray Swartz****, author of* ***"ANSWERS TO UNIX"****, has created a full featured general ledger bookkeeping system written entirely with Bourne Shell Scripts.*

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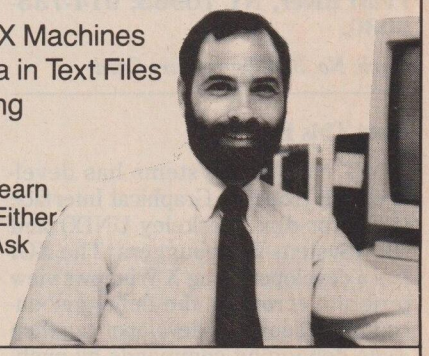

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Phone: (408) 458-9708 **FAX:** (408) 462-6355

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Class Libraries Will Come to Order

Microtec Research's Capsule is a set of reusable C++ class libraries that software developers can use as object-oriented application building blocks. It's designed to furnish an infrastructure of objects that reduce design complexity and streamline the development process. In the library are C++ objects, or classes, that look like AT&T v2.1 C++ source modules. They incorporate the characteristics of object-oriented encapsulation, inheritance, and polymorphism.

Capsule includes base classes for implementing linked lists, circular lists, stacks, queues, keys, data and hash tables, binary trees, graphics, error detection, and registry. Capsule is licensed for a fee of $495 per CPU, with annual maintenance available for $250 per license. **Microtec Research, 2350 Mission College Blvd., Santa Clara, CA 95054; 800-950-5554 or 408-980-1300.**

Circle No. 323 On Inquiry Card

In Case of CASE, Use LAN

CGI's Systems' Paclan/X computer-aided software engineering (CASE) product targets software designers using a LAN for workgroup development of software. Residing on a server (currently, an HP 9000 Series 800), Paclan/X works with HP's LAN Manager for UNIX to communicate with designers using PCs running DOS or OS/2. Users call on the server as a shared repository of CASE information over the life of the development project. According to the company, with Paclan/X, Cobol systems can be generated for IBM, Bull, Unisys, DEC, and Tandem proprietary platforms. Price starts at $90,000 for up to twelve users. **CGI Systems, P.O. Box 1645, Pearl River, NY 10965; 914-735-5030.**

Circle No. 324 On Inquiry Card

Does This Bug You?

AT&T Network Systems has developed the Examine Graphical Interface (XGI) for dbx (Berkeley UNIX) and sdb (System V) debuggers. The XGI lets a developer using X Windows view program errors as the debugger encounters them. The developer can then issue debugging commands by pushing buttons rather than typing line commands. The interface shows a graphic display of breakpoints in the source code, so developers do not have to search for errors, and supports **vi** and **emacs**. The XGI supports dbx/dbx++ on Sun-3 and -4 workstations, and sdb/sdb++ on AT&T 3B2 and 386-based workstations. Cost is $795 per CPU; site licenses are available. **AT&T, 1 Speedwell Ave., Morristown, NJ 07960; 800-432-6600 or 508-960-1997.**

Circle No. 325 On Inquiry Card

Expert to the Core

Excel Software has combined a wide variety of CASE analysis tools on the Macintosh with its MacAnalyst/Expert software. According to Excel, developers can analyze their software's real-time capability, its conformance to object-orientation, and link the software to a database outlining the requirements to which the program is supposed to comply.

The real-time analysis models can create state-transition diagrams, decision tables, process-activation tables, and state-transition matrices. Target applications include embedded control systems, avionics, defense, and manufacturing equipment. For object-oriented applications, a front-end analysis tool incorporates data modeling of objects, attributes, and relationships; modeling of object lifecycles; process modeling of object services; and object communication diagrams. Running on Macintosh computers using A/UX 2.0, MacAnalyst Expert costs $1,595, with site licensing available. **Excel Software, P.O. Box 1414, Marshalltown, IA 50158; 515-752-5359.**

Circle No. 326 On Inquiry Card

STORAGE

The Next Eclipse

Peripheral manufacturer Microtech International has determined that bundled applications and systems software on the Next machine can take up as much of 70 percent of the space on the hard drive in the machine's basic configuration. In response, it has developed the Eclipse series of external hard drives for the Next workstation, ranging from 200 megabytes to one gigabyte ($1,899 to $5,399). Also available are a removable hard disk drive capable of holding a 50-megabyte cartridge for $1,399, and a CD-ROM drive for $1,099. Finally, single in-line memory modules are available in one- or four-megabyte sizes. **Microtech International, 158 Commerce St., E. Haven, CT 06512; 203-468-6223.**

Circle No. 327 On Inquiry Card

Your PC Plays Nine-Track

Overland Data's OD3210 is a nine-track tape storage device designed to fit on a desktop next to a PC. It supports 1600- and 3200-bits-per-inch operation and comes with a controller card, driver for UNIX and XENIX, and cable for connecting to the PC via the Pertec interface. Overland claims to have optimized the drive's tape tension capabilities to insure accurate reading and writing of data. The OD3210 incorporates a one-megabyte cache buffer as well. Cost is $4,995. **Overland Data, 5600 Kearny Mesa Rd., San Diego, CA 92111; 619-571-5555.**

Circle No. 328 On Inquiry Card

WORKSTATIONS AND SYSTEMS

The Status of Stratus

Stratus announced its XA/R Model 20, part of a new line of RISC-based fault-tolerant systems set to debut over the next two years, targeting online transaction processing, messaging, and message-switching applications. Besides UNIX SVR4, the XA/R Model 20 will also run Stratus proprietary VOS operating system.

Using Intel's 860 RISC processor, the XA/R Model 20 runs at 40 mips, and is compatible with Stratus' XA2000 systems using Motorola's 68030 processors. Stratus claims that applications currently running on the XA2000 line under FTX, its version of UNIX, will run without reprogramming on the new line of machines.

The XA/R Model 20, redundantly configured, can provide up to 96 megabytes of duplexed memory, seven gigabytes of disk storage, duplexed power supplies, and cartridge, reel-to-reel, or 3480-compatible tape drives. Prices start at $247,000. **Stratus Computer, 55 Fairbanks Blvd., Marlboro, MA 01752; 508-460-2000.**

Circle No. 330 On Inquiry Card

Hardware and Software Support

To **Altos System 4000**: Facts Software's Unifacts accounting software (+44-23-421-8191).

To **CMC Rockwell's FDDI adapters**:

New From Data Communications and Northeast Consulting Resources...

The Internetwork Decade: A Guide for Managing Crisis and Opportunity in the New Age of Corporate Networking.

In a landmark network industry report, experts Nick Lippis and Jim Herman of Northeast Consulting Resources, Inc., tell the story of the technological upheaval facing users, major systems vendors, and manufacturers of routers, bridges, T1 multiplexers, packet switches, LAN hardware and software, and carriers.

"A major new networking paradigm has emerged. An interconnection model so powerful, it will entirely transform the face of networking before the decade is done."

— Nick Lippis and Jim Herman
Northeast Consulting Resources, Inc.

In it, you'll get the answers that your professional survival depends upon, as these experts define and explain the wide- and local-area, and public and private aspects of the internetwork phenomena, including:

- the most viable architecture for future corporate networks
- how long it will take for the industry to correct deficiencies in routing protocols, congestion control, load balancing, security, accounting, and network design tools
- who's controlling the development of commercial internet standards – the research community, or a small group of relatively new vendors
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The difference between success and failure in this new decade is knowledge. And at *only $1,500,* **The Internetwork Decade: A Guide for Managing Crisis and Opportunity in the New Age of Corporate Networking** is exactly what you need — a comprehensive blueprint for corporate network design and marketing strategy for the '90s.

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software that supports both simple network management protocol (SNMP) and FDDI's SMT (station management) physical media schemes (805-968-4262).

To **Data General Aviion**: Oasys' Green Hills C++ native and cross compiler (617-862-2002).

To **DEC DECstations**: Ace Microsystems' Lex-WP word processing and database software (+44-81-579-5599 or 800-445-9292); Control Data's EDL v.5 networked information management software (800-888-1967 or 612-853-8100); Ready Systems' VRTXvelocity development environment for real-time applications (408-736-2600).

To FPS Computing Model 500 supercomputer: Multipath's Fast Matrix Solver Library of matrix algebra operations (805-962-4464); New England Software's Hintz Matrix Solver for symmetric and non-symmetric applications, and Sparqs Sparse Matrix Quick Solver for 3-D finite element and finite difference applications (617-894-2451); and SAIC's ACAL algorithms for more efficient processing of complex elements (619-546-6546).

To **HP 9000 Series 700**: Cadshare Resources' Decade-UX computer-aided design (CAD) software (800-633-7644 or 704-845-2845).

To **IBM RS/6000**: Cadshare Resources' Decade-UX CAD software (800-633-7644 or 704-845-2845); Control Data's EDL v.5 networked information management software (800-888-1967 or 612-853-8100); Epic Software's EIS-Epic executive information system software (617-270-0610); Language Processors' PL/I compiler and CodeWatch debugger (508-626-0006); MDB's DataShuttle removable disk drive (714-998-6900); Sybase Net-Gateway for communication between IBM mainframes and LANs (415-596-3500).

To **Motorola MultiPersonal Computer**: Wollongong Group's Management Station SNMP-based network management software (415-962-7100).

To **Next**: Insignia Solutions' SoftPC 2.0 DOS emulation (415-694-7600).

To **SCO UNIX**: DIST's Down To Earth accounting, distribution and manufacturing software (916-635-7300); Epic Software's EIS-Epic executive information system software (617-270-0610).

To **Silicon Graphics**: Control Data's EDL v.5 networked information management software (800-888-1967 or 612-853-8100).

To **Sony News 3250 laptop**: Cadshare Resources' Decade-UX CAD software (800-633-7644 or 704-845-2845).

To **Star 910/VP supercomputer**: Applied Information Systems Xess engineering spreadsheet (919-942-7801).

To **Sun SPARCstation**: Epic Software's EIS-Epic executive information system software (617-270-0610); Intergraph's Engineering Modeling System and MicroStation CAD software (205-730-8302); MCBA's Classic accounting, distribution, and manufacturing software (818-242-9600); Sybase Net-Gateway for communication between IBM mainframes and LANs (415-596-3500); X Solutions' Archium document storage and management software (44-81-655-3414).

To **Sun-3 and -4**: Control Data's EDL v.5 networked information management software (800-888-1967 or 612-853-8100).

Hardware Upgrades

Solbourne Computer offers an accelerated color frame buffer, the SGA20, for its S4000 workstation (303-772-3400).

Software Upgrades

Cleo Communications adds remote capabilities to its 3270 Linkix emulation software, so that up to 254 simultaneous mainframe sessions can be accessed from remote systems through a synchronous interface board (313-662-2002).

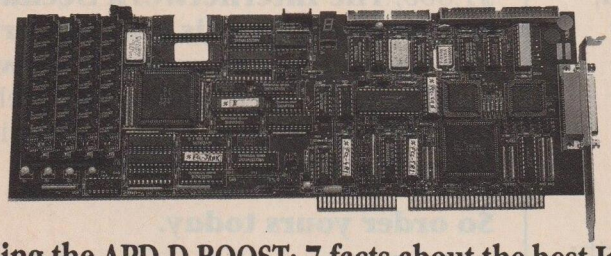
Data General adds C2- and B1-level security, as well as symmetric multiprocessing capability to its DG/UX 5.4 for Aviion systems (508-898-4660).

Information Presentation Technologies enhances its uShare Macintosh-Sun connectivity software by adding transparent access to network services such as file sharing, print spooling, e-mail, and terminal emulation (818-347-7791).

Raima adds the ability to open, access, and close databases even when the operating system doesn't allow multitasking applications with db_Vista III v3.20 for UNIX developers (206-747-5570).

Vital Images enhances its VoxelView visualization software by combining geometric graphics and volume rendering in VoxelView/Ultra (515-472-7726).

continued



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CIRCLE NO. 195 ON INQUIRY CARD

Call For Nominations

International Award For Excellence In Open Systems

In recognition of those innovative pioneers who are making the dream of open systems a reality, **UNIX EXPO INTERNATIONAL** has created the first annual **International Award For Excellence In Open Systems.**

To be presented at **UNIX EXPO INTERNATIONAL** in New York, the highly prestigious award will honor a trailblazing end user organization or individual for innovation in the development and implementation of open systems in a business environment.

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To receive your official nominating form and additional information on the award, call Gary Donnelly, Chairman of the Award Selection Committee, at Donnelly & Associates, 703-758-1018, fax 703-391-6881.

Award Selection Committee Members: Mike Azzara, UNIX Today!; Peter Bartolik, COMPUTERWORLD; David Brousell, DATAMATION; Gary Donnelly, DONNELLY & ASSOCIATES; Lincoln Faurer, CORPORATION FOR OPEN SYSTEMS; Dave Flack, UNIX WORLD; Pamela Gray, MIGRATION TECHNOLOGY; J.D. Hildebrand, UNIX REVIEW; Bud Huber, HUGHES AIRCRAFT; Richard Kuzmack, U.S. OFFICE OF MANAGEMENT AND BUDGET; Nina Lytton, OPEN SYSTEMS ADVISOR; Geoff Morris, X/OPEN; Neal Nelson, NEAL NELSON & ASSOCIATES; Mike Plouffe, TRANSPORT CANADA; Ira Sager, COMPUTER SYSTEMS NEWS; Nick Walker, UNIX SYSTEMS.

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For more information on UNIX EXPO INTERNATIONAL which runs Oct. 30-Nov. 1, 1991 in New York's Jacob K. Javits Convention Center, contact National Blenheim Expositions at 15 West 39th Street, New York, N.Y. 10018 USA, Telephone: 212-391-9111, Fax: 212-819-0755.

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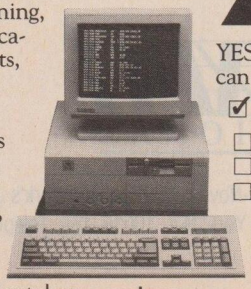

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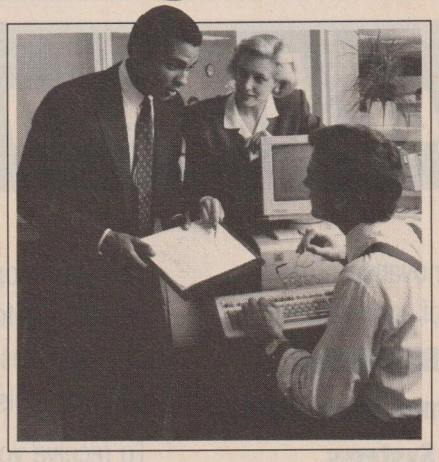

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Compilers

To **C++**: Oasys' Green Hills C++ compiler is now source-code compatible with AT&T C++ v2.1 (617-862-2002).

Product Line Extensions

To **Alliant**: the FX/800, an entry-level addition to its FX/2800 Intel 860-based supercomputer family, supporting two to eight processors, with prices starting at $189,000 (508-486-4950).

To **AT&T**: the 750CX 17-inch, 256-color X terminal, starting from $4,995, and the 730X 16-inch monochrome X terminal, starting from $2,495 (800-828-8649 or 919-855-2737).

To **Control Data**: the MIPS R3000-based 4360-300 multiuser server, priced from $60,550 (800-888-1967 or 612-853-8100).

To **Corollary**: the 8x4GT multiport subsystem for UNIX-based PCs, with a 25-MHz 286 processor and support for up to 32 RS-232 connections, quantity-one priced at $895 (714-250-4040).

To **DECsystem 5500**: a 19-inch-wide rack-mounted version of the RISC-based server, priced at $43,100 (508-351-4401).

To **Elgar**: the IPS 1200 uninterruptible power supply for SCO UNIX and XENIX, priced at $1,299 (619-450-0085).

To **Microcom**: the HDMS Plus dial-up modem network management system, with "threshold processing" for administrators to set conditions for alarms and messages, priced from $750 to $1,300 per port, or $1,099 for a single chassis (617-551-1000).

To **Mt Xinu**: the binary version of its Mach 386 operating system for 386-based PCs running UNIX to complement its source code version; binary version is $1,395, or $1,995 with X Windows, networking, and online documentation (415-644-0146).

To **NCD**: the NCD14c, 14-inch color X terminal with 1024-by-768 resolution, priced at $3,000 (415-694-0650).

To **Solbourne**: the Series 5E/800i network server, supporting up to four 40-MHz CPUs and incorporating intelligent interface disks, starting at $74,900 (303-772-3400).

To **Sony**: the News 3879 workstation server, with a 1.3-gigabyte hard disk and 64 megabytes of RAM, priced from $35,000 (408-434-6644).

To **Storage Dimensions**: a 650-megabyte, 5 1/4-inch erasable optical subsystem for PC-based UNIX and XENIX systems, priced at $5,495 (408-879-9330).

To **Tektronix**: the TekXpress XP21 17-inch monochrome X terminal, priced at $2,995 (800-225-5434 or 503-620-9100).

To **Texas Instruments**: the TI 1507, a 68040-based UNIX workstation, priced from $18,000 (800-527-3500 or 817-774-6252).

To **Visual Technology**: the X-19PQD imaging display station, with 1280-by-1024 resolution, incorporating a Motorola 16-MHz 68020 processor and a TI 32-MHz 34020 graphics coprocessor, expandable to 26 megabytes of RAM, priced from $4,495 (508-836-4400).

To **Xyplex**: the MaxServer 6020 remote multiprotocol bridge, compatible with Vitalink's remote bridges and routers, priced at $4,495 (508-264-9900). ■

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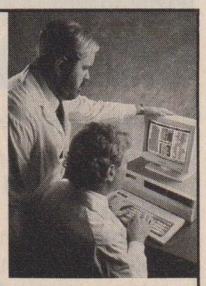

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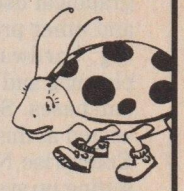

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continued from page 151

NETCOM '91: June 11-14
Billed as "The Network Computing Symposium," NETCOM is a tutorial/conference program targeted to managerial-level personnel within the corporate computing environment who are concerned with the strategic, managerial, and productivity aspects of networks.

Topics of tutorials and information sessions include: the integration of DOS and UNIX, and UNIX with Sun; graphical user interfaces, groupware, and other productivity tools; networking; hardware issues; management planning and strategies; and distributed databases. Several tracks will be presented at this conference, including an Enterprise Network track focused on setting up systems.

The conference will be held at the Holiday Inn Crowne Plaza at National Airport, Arlington, Va. Contact Wilma A. Hurwitz, Technology Transfer Institute, 213-394-8305.

PC Expo in New York: June 25-27
This ninth annual event is a computer trade show and conference for corporate volume buyers and trade resellers.

Keynote speaker, Ray Noorda, the president, CEO, and chairman of Novell, will address "The Past, Present, and Future of Network Computing." Noorda will receive the PC Expo Industry Leader Award during the show.

Conference tracks will cover topics suggested by buyers and resellers and include introductory-level primer sessions, as well as those focused on software, hardware, trends, management, connectivity, and windows. Specific issues scheduled for discussion are hardware options, the future of DOS, trends in operating system platforms, UNIX as a base for corporate applications, and interoperability.

More than 700 exhibitors are scheduled to take part in the trade show portion of the event. The conference will be held at the Jacob Javits Convention Center, New York, N.Y. Contact Annie Z. Scully or Mark A. Haviland, Bruno Blenheim Inc, 800-444-3976 or 201-569-8542. ■

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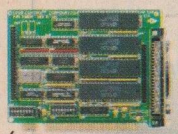

4-8

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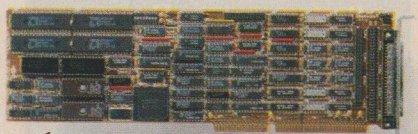

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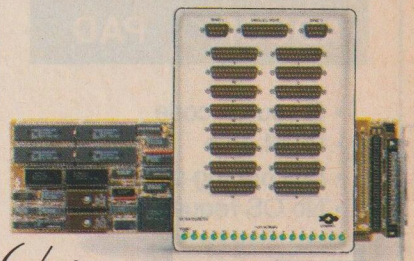

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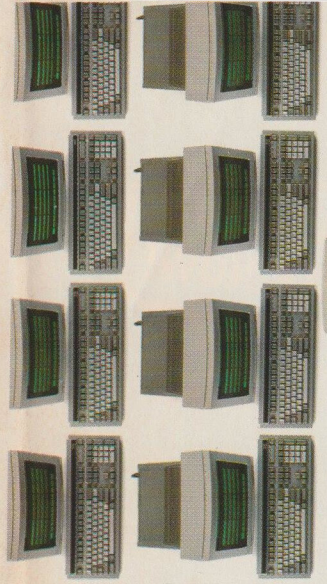

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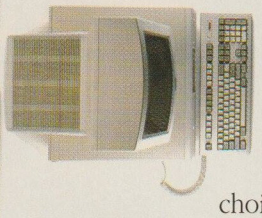

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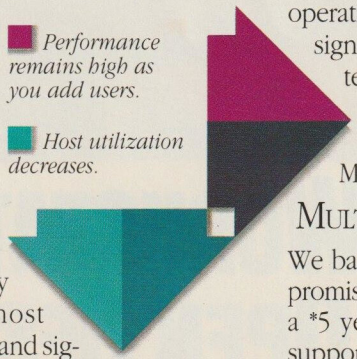

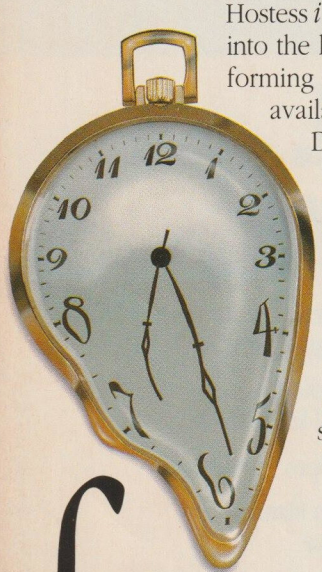

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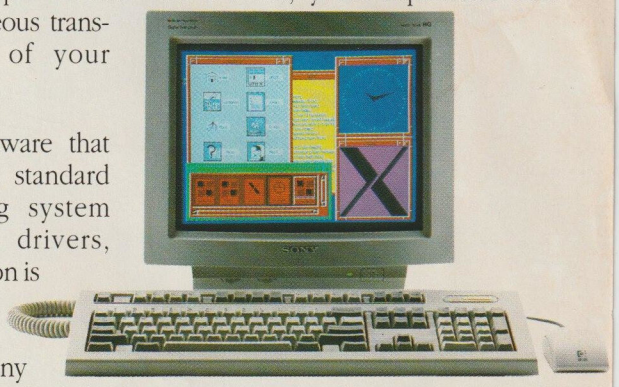

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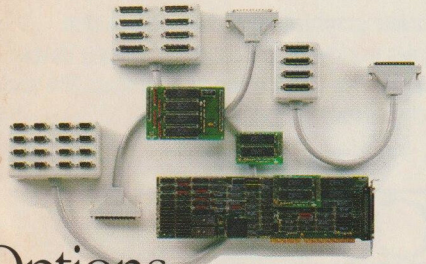

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